LEGO

7+

4095

12 creations



Quick Build
Schnellbaumodelle
Construction rapide
Costruzione rapida
Snel bouwen
Construcción rápida
Byg hurtigt
Nopeaan rakentamiseen
Bygg snabbt
Construção Rápida
Γρήγορες Κατασκευές
Kisérletezőknek

Experienced Build
Könnermodelle
Construction normale
Costruzione esperta
Bouwen voor gevorderden
Construcción experta
Byg videre
Kokeneelle rakentajalle
Bygg mer
Construção paraExperimentados
Επιδέξιες Κατασκευές
Haladóknak

Advanced Build
Profimodelle
Construction avencée
Costruzione avanzata
Geavanceerd bouwen
Construcción avanzada
Byg avanceret
Taitavalle rakentajalle
Bygg avancerat
Construção Avançada
Εξελιγμένες Κατασκευές
Profiknak

13



32



133



57



101



156



179



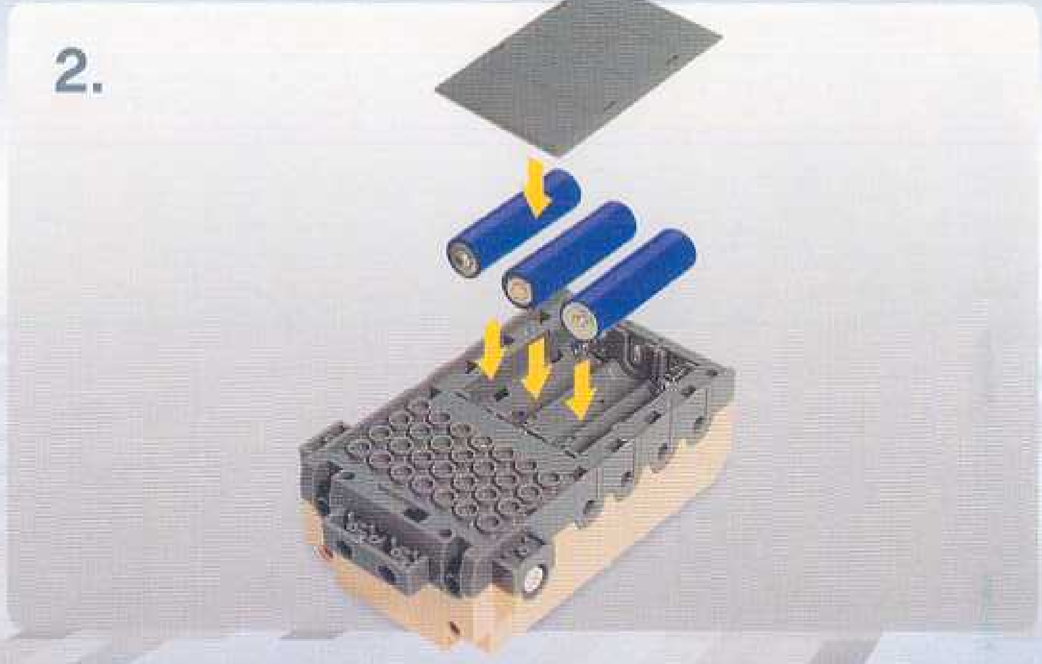

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GB

Important information about batteries

Never use different types of batteries together, or a combination of old and new batteries. Always remove the batteries if the product is not to be used for a long time or if the batteries have run down. Never use damaged batteries. Only use batteries of the type recommended, or a corresponding type. Insert the batteries so that the poles are correctly positioned. Rechargeable batteries must be recharged using the correct battery charger under the supervision of an adult. You cannot recharge batteries while they are still in the product, and you must never try to do so. Never attempt to recharge non-rechargeable batteries. Never short-circuit the battery holder.

FR

Informations importantes concernant les piles

Ne jamais utiliser un mélange de différents types de piles, ou de piles neuves et de piles anciennes ou déjà utilisées. Toujours retirer les piles si le produit n'est pas utilisé durant une période prolongée ou si les piles sont vides. Ne jamais utiliser de piles endommagées. Utiliser uniquement des piles du type recommandé ou d'un type équivalent. En insérant les piles, respecter scrupuleusement le sens d'orientation des pôles (+/-). Les piles rechargeables doivent être rechargées en utilisant un chargeur de piles adéquat et sous la surveillance d'un adulte. Il est impossible de recharger les piles quand elles sont installées dans le produit. Ne jamais tenter de le faire. Ne jamais essayer de recharger des piles non-rechargeables. Ne jamais court-circuiter le compartiment des piles.

DE

Wichtige Information zu Batterien

Benutzen Sie niemals unterschiedliche Arten von Batterien oder alte und neue gleichzeitig. Nehmen Sie stets die Batterien heraus, wenn mit dem Modell längere Zeit nicht gespielt wird oder wenn die Batterien leer sind. Verwenden Sie niemals beschädigte Batterien. Verwenden Sie ausschließlich empfohlene bzw. geeignete Batterien. Achten Sie beim Einsetzen der Batterien auf die richtige Polung. Wiederaufladbare Batterien sollten mit einem geeigneten Ladegerät aufgeladen werden – unter der Aufsicht eines Erwachsenen. Batterien können und sollten niemals aufgeladen werden, während sie sich im Modell befinden. Versuchen Sie unter keinen Umständen, „normale" Batterien wiederaufzuladen. Schließen Sie das Batteriefach niemals kurz.

IT

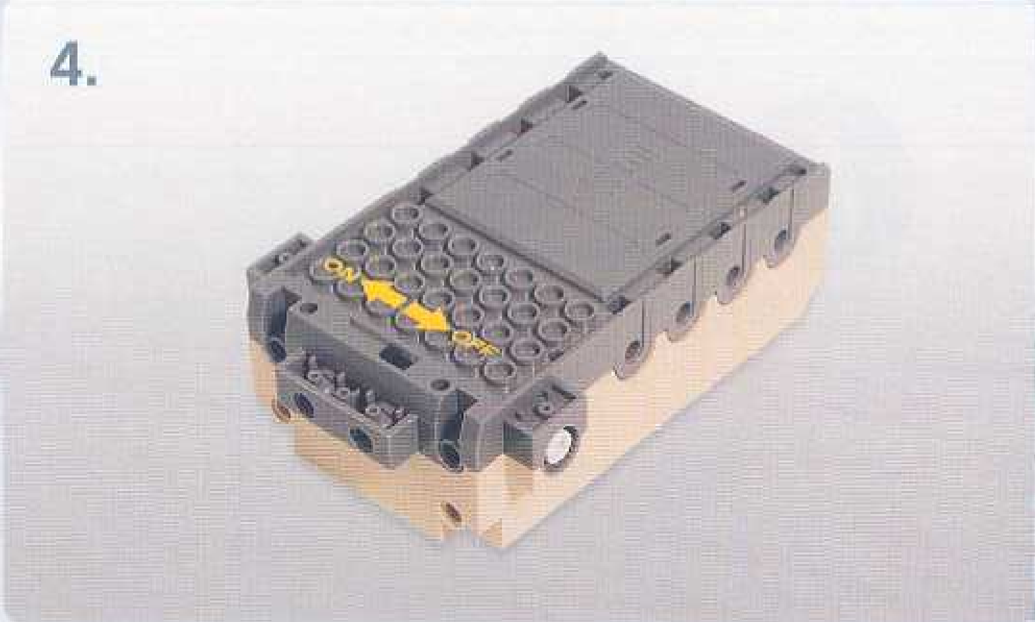
Importanti informazioni sulle batterie

Non usare mai contemporaneamente batterie di tipo diverso o batterie nuove e usate insieme. Rimuovere sempre le batterie qualora il prodotto non venga utilizzato per periodi prolungati, oppure se le batterie sono esaurite. Non utilizzare mai batterie danneggiate. Usare esclusivamente batterie del tipo raccomandato o un equivalente. Inserire le batterie avendo cura che la loro polarità sia corretta. Le batterie ricaricabili vanno ricaricate in un caricabatterie di tipo idoneo e con la supervisione di un adulto. Non è possibile e non bisogna mai tentare di ricaricare le batterie mentre queste sono inserite nel prodotto. Non tentare mai di ricaricare le batterie non ricaricabili. Non cortocircuitare mai il portabatterie.

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NL

Belangrijke informatie over batterijen

Gebruik nooit verschillende soorten of nieuwe en oude batterijen tegelijkertijd. Verwijder de batterijen altijd als je het product lange tijd niet wilt gebruiken of als de batterijen leeg zijn. Nooit beschadigde batterijen gebruiken. Uitsluitend batterijen van het aanbevolen of overeenkomstige type gebruiken. Leg de batterijen met de polen in de juiste richting. Oplaadbare batterijen moeten in een voor dit doel bestemde oplader en onder toezicht van een volwassene opnieuw worden opgeladen. Oplaadbare batterijen kunnen niet in het product worden opgeladen en je mag dit ook niet proberen te doen. Probeer nooit niet-oplaadbare batterijen op te laden. Nooit de batterijhouder kortsluiten.

DK

Vigtig information om batterier

Brug aldrig forskellige typer batterier sammen, eller nye og gamle batterier samtidig. Tag altid batterierne ud, hvis du ikke skal bruge produktet i længere tid, eller hvis batterierne er brugt op. Anvend aldrig beskadigede batterier. Der må kun anvendes batterier af samme eller tilsvarende type som anbefalet. Batterierne skal vende rigtigt når de i sættes. Genopladelige batterier skal oplades i en dertil beregnet oplader under opsyn af en voksen. Genopladelige batterier kan og må ikke forsøges opladet i produktet. Forsøg aldrig at genoplade ikke-genopladelige batterier. Kortslut aldrig batterikassens kontaktflader.

SE

Viktig information om batterier

Använd aldrig olika sorters batterier samtidigt, och inte heller en kombination av gamla och nya batterier. Ta alltid ur batterierna om produkten under en längre tid inte ska användas eller om batterierna är slut. Använd aldrig skadade batterier. Använd bara batterier av den typ som rekommenderats, eller av en motsvarande typ. Sätt i batterierna så att polerna hamnar i rätt läge. Laddningsbara batterier måste laddas med rätt slags batteriladdare och under en vuxens översyn. Du kan inte ladda batterierna medan de fortfarande sitter i produkten, och du får heller aldrig försöka göra det. Försök aldrig ladda icke laddningsbara batterier. Kortslut aldrig batteriutrymmets kontaktytor.

GR

Σημαντικές πληροφορίες για τις μπαταρίες

Μη χρησιμοποιείτε ποτέ διαφορετικούς τύπους μπαταριών, ή παλιές και καινούριες μπαταρίες μαζί. Βγάζετε πάντα τις μπαταρίες αν δεν χρησιμοποιήσετε το προϊόν για αρκετό καιρό ή αν οι μπαταρίες έχουν αδειάσει. Ποτέ μη χρησιμοποιείτε χαλασμένες μπαταρίες. Χρησιμοποιείτε μόνο μπαταρίες του συνιστώμενου τύπου, ή αντίστοιχου τύπου. Βάλτε τις μπαταρίες με την σωστή πολικότητα. Θα πρέπει να φορτίζετε τις επαναφορτιζόμενες μπαταρίες χρησιμοποιώντας τον κατάλληλο φορτιστή μπαταριών υπό την επίβλεψη ενός ενηλίκου. Δεν μπορείτε να επαναφορτίζετε τις μπαταρίες όταν αυτές βρίσκονται μέσα στο προϊόν, και ποτέ μην επιχειρήσετε να κάνετε κάτι τέτοιο. Μην επιχειρήσετε ποτέ να επαναφορτίσετε μη επαναφορτιζόμενες μπαταρίες. Ποτέ μη βραχυκυκλώνετε τη θήκη των μπαταριών.

ES

Importante información sobre las baterías

No mezclar nunca diferentes tipos de baterías, ni utilizar baterías antiguas y nuevas a la vez. Sacar siempre las baterías, si el producto no se utiliza por un largo período de tiempo o si las baterías están desgastadas. No utilizar nunca baterías dañadas. Utilizar solo el tipo de baterías recomendado o uno correspondiente. Colocar las baterías de manera que los polos están en su posición correcta. Las baterías recargables deben cargarse con un cargador adecuado bajo la supervisión de un adulto. Las baterías no pueden, ni deben recargarse mientras permanecen en el producto. No intentar nunca recargar baterías no recargables. Asegurarse que no se produzca un cortocircuito en el porta baterías.

FI

Tärkeää tietoa paristoista

Älä koskaan käytä erityyppisiä paristoja yhdessä. Älä myöskään käytä samassa laitteessa sekä vanhoja että uusia paristoja. Poista paristot tuotteesta aina, kun se on pitemmän aikaa käyttämättä, tai kun paristot ovat tyhjentyneet. Älä koskaan käytä viallisia paristoja. Käytä vain tuotteessa suositeltuja tai vastaavantyyppisiä paristoja. Aseta paristot siten, että navat osoittavat oikeaan suuntaan. Ladattavat paristot on ladattava oikeanlaisella laturilla aikuisen valvonnassa. Ne on poistettava tuotteesta lataamisen ajaksi. Älä koskaan yritä ladata paristoja, joita ei ole tarkoitettu ladattaviksi. Älä koskaan aiheuta oikosulkua pariston koskettimien välille.

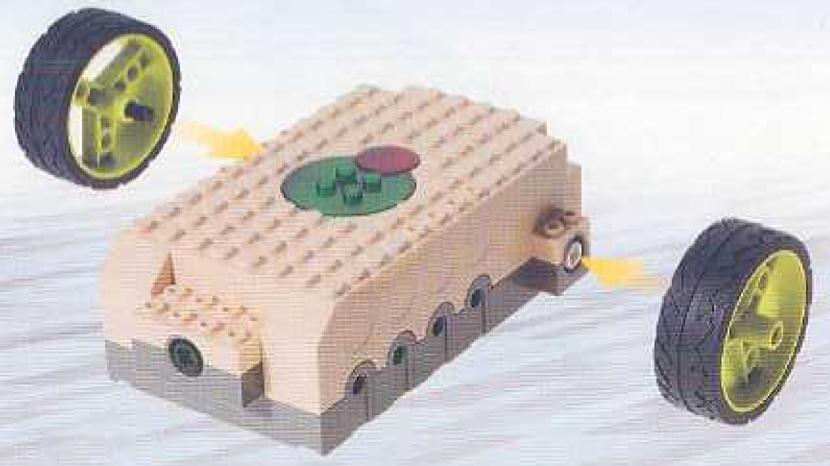
PT

Informações importantes acerca das pilhas

Nunca use tipos diferentes de pilhas em conjunto, nem uma combinação de pilhas velhas e novas. Retire sempre as pilhas se o produto não vai ser utilizado durante muito tempo ou se as pilhas se tiverem gasto. Nunca use pilhas danificadas. Use apenas pilhas do tipo recomendado ou de um tipo correspondente. Introduza as pilhas de forma a que os seus pólos fiquem correctamente posicionados. Pilhas recarregáveis deverão ser recarregadas utilizando o recarregador de pilhas correcto sob a supervisão de um adulto. Não é possível recarregar pilhas recarregáveis enquanto elas ainda se encontram dentro do produto, e nunca devem ser feitas tentativas nesse sentido. Nunca tente recarregar pilhas não recarregáveis. Nunca faça curto-circuito do compartimento das pilhas.

JP

KR





CN

電池使用需知

切勿將不同種類的電池一起使用，亦不要將舊電池與新電池混合使用。如有一段長時間不會使用本產品或電池已耗盡，請將電池拆除。切勿使用已損壞之電池。只可使用建議中之電池型號，或其他相容式型號。請根據正負極標示安裝電池。

你可以使用充電的鎳氫電池，但必須採用適當的充電器，並在成年人的指導下方可進行充電。電池仍在產品內是不能充電的，請勿進行嘗試。切勿試圖為非循環電池充電。亦切勿自行接駁電池箱的兩極，以免產生短路。

PL

Ważne informacje dotyczące baterii

Nigdy nie należy stosować razem różnych rodzajów baterii ani stosować równocześnie starych i nowych baterii. Jeżeli produkt nie jest używany przez dłuższy czas lub jeżeli baterie się wyczerpały, należy wyjąć baterie. Nigdy nie należy stosować uszkodzonych baterii. Należy stosować wyłącznie zalecany rodzaj baterii lub rodzaj mu odpowiadający. Przy wkładaniu baterii należy zwrócić uwagę na właściwe położenie biegunów. Baterie akumulatorowe należy ładować w odpowiedniej ładowarce pod nadzorem osoby dorosłej. Nie można naładować baterii bez wyjęcia ich z produktu i nigdy nie należy tego próbować. Nigdy nie należy próbować ładowania baterii jednorazowych. Nigdy nie należy doprowadzać do zwarcia w gnieździe baterii.

SK

Dôležitá informácia o batériách

Nikdy nepoužívajte naraz odlišné typy batérií ani nekombinujte staré batérie s novými. Batérie vždy vyberte, ak si výrobok nebude dlhšie používať, alebo ak sa batérie vybili. Nikdy nepoužívajte poškodené batérie. Používajte len odporúčané alebo zodpovedajúce typy batérií. Batérie vkladajte so správnou orientáciou pólov. Dobíjateľné batérie sa musia nabíjať vo vhodnom nabíjači pod dozorom dospelej osoby. Dobíjateľné batérie sa nesmú nabíjať, ak sú umiestnené vo výrobku, a nesmiete sa o to ani pokúšať. Nikdy sa nesnažte nabíjať batérie, ktoré nie sú dobíjateľné. Nikdy neskratujte kontakty v priestore pre batérie.

UA

Необхідна інформація про батарейки

Ніколи не використовуйте одночасно батарейки різних типів або батарейки з різним строком зберігання. Обов'язково виймайте батарейки з приладу, якщо довгий час не користуєтесь ним, або якщо в батарейках сів заряд. Ніколи не використовуйте пошкоджені батарейки. Використовуйте батарейки лише рекомендованого або відповідного типу. Вставляйте батарейки, враховуючи задану полярність. Акумуляторні батарейки повинні заряджатись у відповідному зарядному пристрої під наглядом дорослого. В будь-якому випадку не намагайтеся підзарядити батарейки, що знаходяться в приладі. В будь-якому випадку не намагайтесь підзарядити батарейки, що не підлягають підзарядці. В будь-якому випадку не намагайтеся зробити коротке замикання в приладі для батарей.

RU

Необходимая информация об элементах питания

Ни в коем случае не используйте одновременно элементы питания различных типов, а также элементы питания с разным сроком годности. В обязательном порядке вынимайте элементы питания из терминалов в случае, если вы не пользуетесь прибором в течение долгого времени либо в случае, если в элементах питания закончился заряд. Ни в коем случае не используйте поврежденные элементы питания. Используйте только рекомендуемые элементы питания, либо элементы питания соответствующего типа. Установите элементы питания, соблюдая указанную полярность. Аккумуляторные элементы питания должны подзаряжаться в соответствующем зарядном устройстве под наблюдением взрослого. Ни в коем случае не пытайтесь подзарядить элементы питания, находящиеся в приборе. Ни в коем случае не пытайтесь подзарядить неперезаряжаемые элементы питания. Ни в коем случае не пытайтесь замкнуть полюса в устройстве для элементов питания.

CZ

Důležitá informace o bateriích

Nikdy nepoužívejte najednou různé typy baterií nebo kombinaci starých a nových baterií. Nebudete-li výrobek delší dobu používat nebo jsou-li baterie vybité, vždy je vyjměte z výrobku. Nikdy nepoužívejte poškozené baterie. Používejte pouze doporučené nebo odpovídající typy baterií. Baterie instalujte se správnou orientací pólů. Nabíjitelné baterie musí být nabity ve vhodné nabíječce pod dohledem dospělé osoby. Nabíjitelné baterie nelze nabíjet, jsou-li umístěny ve výrobku, a nesmíte se o to ani pokoušet. Nikdy se nesnažte nabíjet baterie, které nejsou nabíjitelné. Nikdy nezkratujte kontakty v prostoru pro baterie.

HU

Fontos tudnivalók az elemekről

Soha ne használjunk különböző típusú elemeket, illetve ne használjunk új és használt elemet egyszerre. Mindig távolítsuk el az elemeket, ha a készüléket előre láthatóan hosszú ideig nem fogjuk használni, vagy ha az elemek lemerültek. Soha ne használjunk megrongálódott elemet. Csak az ajánlott típusú, vagy annak megfelelő elemet használjuk. Az elemeket a polaritásuknak megfelelő módon helyezzük be. Az akkumulátorokat csak a megfelelő akkumulátortöltővel szabad feltölteni, egy felnőtt segítő felügyelete mellett. Az akkumulátorokat nem tölthetjük fel úgy, hogy azok a termékben vannak, ezt meg sem szabad próbálnunk. Soha ne próbáljuk meg feltölteni a nem tölthető elemet. Soha ne hozzunk létre rövidzárlatot az elemtartó kivezetései között.

HR

Važne informacije o baterijama

Nikada ne koristite različite vrste baterija zajedno, kao niti kombinaciju starih i novih baterija. Uvijek izvadite baterije ako uređaj neće biti korišten duže vrijeme ili ako su baterije prazne. Nikada ne koristite oštećene baterije. Upotrebljavajte samo preporučenu vrstu baterija ili njima ekvivalentni tip. Umetnite baterije tako da su im polovi ispravno orijentirani. Baterije koje se mogu puniti moraju biti punjene u odgovarajućem punjaču baterija pod nadzorom odrasle osobe. Ne možete puniti baterije dok su umetnute u uređaj i to nikada niti ne pokušavajte. Nikada ne pokušavajte napuniti baterije koje se ne mogu puniti. Nikada kratkim spojem ne spajajte polove baterija.



3.





4.



SR

Важне информације о батеријама

Никада не користите различите типове батерија заједно, и не мешајте старе батерије са новима. Увек извадите батерије уколико производ нећете користити дуже време или ако су се батерије испразниле.
Никада не употребљавајте оштећене батерије.
Користите искључиво тип батерија који се препоручује или одговарајућу замену. Приликом стављања батерија пазите да полови буду правилно постављени. Батерије за пуњење се морају пунити уз употребу одговарајућег пуњача и под надзором одрасле особе. Батерије се не могу пунити док су у производу, и то не смете ни да покушавате. Никада не покушавајте да напуните батерије које се не пуне. Никада не препајајте полове лежишта за батерије.

RO

Informaţii importante cu privire la baterii

Nu folosiţi niciodată împreună tipuri diferite de baterii şi nici combinaţii de baterii noi şi vechi. Îndepărtaţi întotdeauna bateriile dacă produsul nu este folosit timp îndelungat sau dacă bateriile s-au epuizat. Nu folosiţi niciodată baterii deteriorate. Folosiţi numai baterii de tipul recomandat, sau de un tip corespunzător. Introduceţi bateriile astfel ca polii să fie în poziţie corectă. Bateriile reîncărcabile trebuie reîncărcate utilizând un dispozitiv de încărcare adecvat, sub supravegherea unui adult. Bateriile nu pot fi reîncărcate cât timp sunt încă în produs, şi nu încercaţi niciodată să le încărcaţi astfel. Nu încercaţi niciodată să reîncărcaţi baterii care nu sunt reîncărcabile. Nu scurtcircuitaţi niciodată bornele suportului bateriei.

LV

Svarīga informācija par barošanas elementiem

Nekad vienlaikus nelietojiet dažādu tipu, kā arī jaunus un vecus barošanas elementus. Arvien izņemiet barošanas elementus, ja tie izlādējušies vai to darbināšais izstrādājums ilgāku laiku netiek lietots. Nekad nelietojiet bojātus barošanas elementus. Lietojiet tikai ieteicamā tipa barošanas elementus vai tiem atbilstošus analogus. Ievietojot barošanas elementus, jāievēro pareiza to pievienojuma polaritāte (+/-). Uzlādējamu barošanas elementu lādēšanai jāizmanto atbilstošs barošanas elementu lādētājs, uzlādēšana jāveic pieaugušo uzraudzībā. Izstrādājumā ievietotus barošanas elementus uzlādēt nav iespējams, mēģinājumi to darīt nav pieļaujami. Nekad nemēģiniet uzlādēt neuzlādējamus barošanas elementus. Nekad nepieļaujiet īslēgumu starp barošanas elementu tilpnes kontaktiem.

LT

Svarbi informacija apie elementus

Nesinaudokite vienu metu skirtingų tipų elementais, taip pat su naujais elementais nenaudokite senų elementų. Išimkite elementus iš įdėklo, jeigu nesinaudosite gaminiu ilgą laiką arba jeigu elementai išsikrovojo. Nesinaudokite sugadintais elementais. Naudokitės tik rekomenduojamo arba atitinkamo tipo elementais. Įdėkite elementus taip, kad atitiktų teigiami ir neigiami poliai. Akumuliatorinius elementus galima įkrauti tik tinkamu elementų krovikliu, prižiūrint suaugusiesiems. Elementų negalima įkrauti, neišėmus jų iš įdėklo, ir nebandykite to daryti. Nebandykite įkrauti neakumuliatorinio tipo elementų. Nedarykite trumpo jungimo elementų įdėkle.

SI

Pomembna informacija o baterijskih vložkih

Nikoli ne uporabite različne vrste baterijskih vložkov skupaj ali pa nove vložke skupaj z rabljenimi. Če so se baterijski vložki izpraznili ali če izdelka ne boste uporabljali dlje časa, morate vložke vedno odstraniti. Nikoli ne uporabite poškodovanih baterijskih vložkov. Uporabite samo priporočen tip baterijskih vložkov ali enakovredne vložke. Baterijske vložke vstavite tako, da sta pola plus in minus pravilno usmerjena. Baterijske vložke za ponovno polnjenje morajo otroci polniti z ustreznim polnilcem samo pod nadzorom odrasle osebe. Pred polnjenjem morate vložke vedno izvleči iz igrače. Nikoli ne smete polniti baterijskih vložkov, medtem ko so še vedno v igrači. Nikoli ne poskušajte polniti baterijske vložke, ki niso namenjeni za ponovno polnjenje. V prostoru za baterijske vložke ne smete nikoli povzročiti kratkega stika.

BG

Важна информация за батериите

Не използвайте различни типове батерии едновременно, нито комбинация от стари и нови батерии. Винаги изваждайте батериите, ако изделието няма да се използва продължително време или ако батериите са се изтощили. Не използвайте повредени батерии. Използвайте само батерии от препоръчвания тип или съответстващ на него тип. Поставяйте батериите така, че полюсите да са разположени правилно. Акумулаторните батерии трябва да се зареждат с подходящо зарядно устройство под надзора на възрастен. Батериите не могат да се зареждат, докато са поставени в изделието, така че не трябва да се опитвате да правите това. Не се опитвайте да зареждате батерии, които не са акумулаторни. Не свързвайте накъсо клемите на батериите.

EE

Oluline teave patareide kohta

Mitte kunagi ära pane mänguasja sisse koos erinevat tüüpi patareisid, samuti vana ja uusi patareisid. Kui mänguasja ei kasutata pika aja jooksul, võta patareid sellest välja. Ka tühjaksaanud patareid tuleb mänguasjast välja võtta. Ära kasuta kahjustatud patareisid. Kasuta ainult ettenähtud tüüpi või nende samaväärseid patareisid. Pane patareid mänguasja sisse nii, et pluss- ja miinusklemmi asend oleks õige. Akusid tuleb laadida ainult nendele ettenähtud akulaadija abil täiskasvanu järelvalve all. Akusid ei saa laadida sel ajal, kui need on mänguasja sees. Ära kunagi püüa nii teha. Ära mitte kunagi proovi akulaadijaga laadida tavalisi patareisid. Patareipesa klemmide vahel ei tohi tekkida lühist.

TR

Piller hakkında önemli bilgiler

Hiçbir zaman değişik tipte pilleri ya da eski pillerle yeni pilleri bir arada kullanmayın. Pilli ürün uzun süre kullanılmayacaksa ya da piller bitmişse, pilleri çıkarın. Hiçbir zaman zedelenmiş piller kullanmayın. Yalnız önerilen tipte piller ya da bunların dengi olan piller kullanın. Pilleri kutupları doğru konumda olacak şekilde yerleştirin. Birince yeniden doldurulabilen piller doğru pil doldurucuyu kullanarak, bir yetişkinin denetimi altında doldurulmalıdır. Doldurulabilir pilleri ürünün içindeyken dolduramazsınız; hiçbir zaman bunu yapmaya çalışmayın. Hiçbir zaman, birince doldurulamayan tip pilleri yeniden doldurmaya çalışmayın. Hiçbir zaman pil kutusuna kısa devre yaptırmayın.

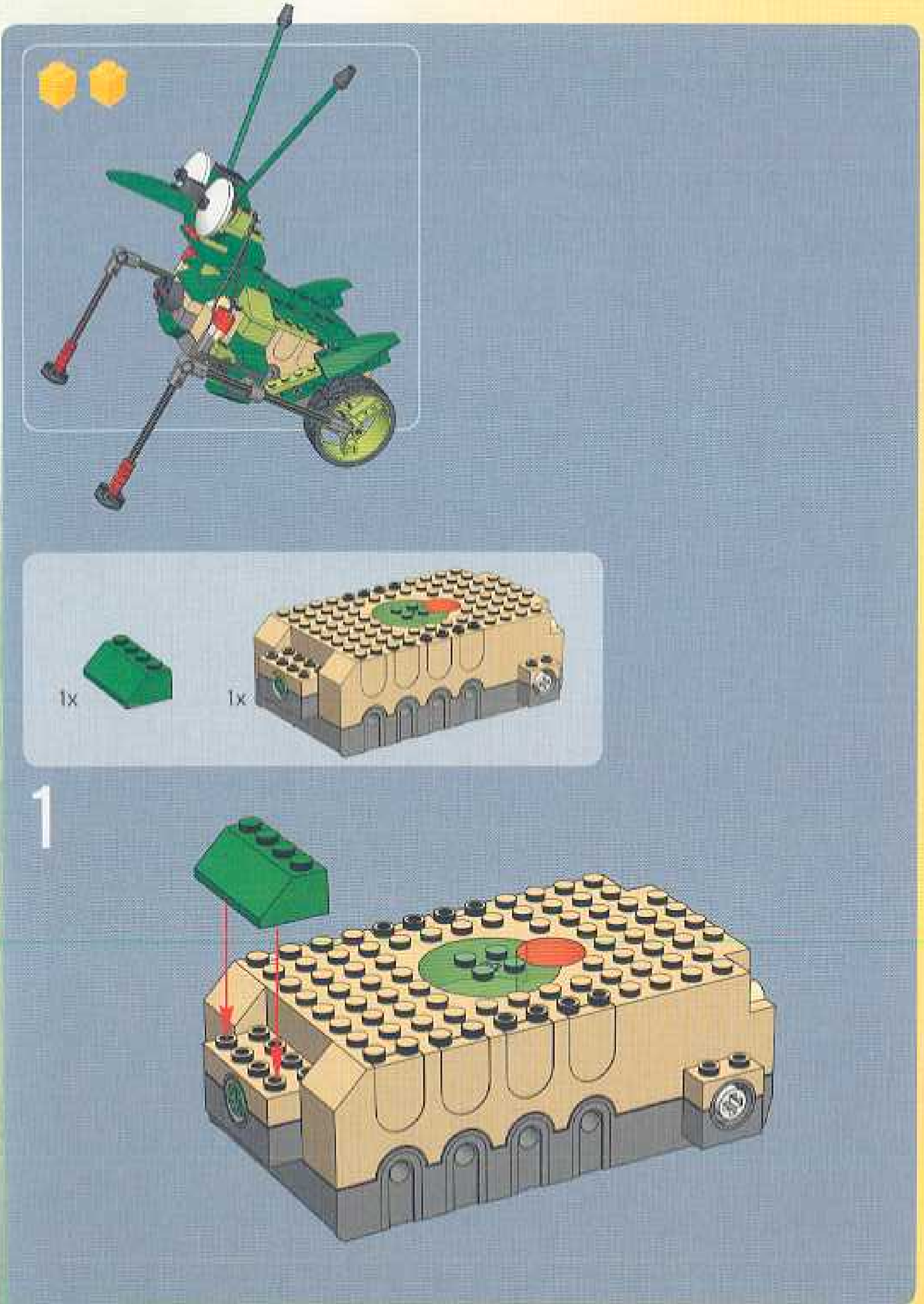


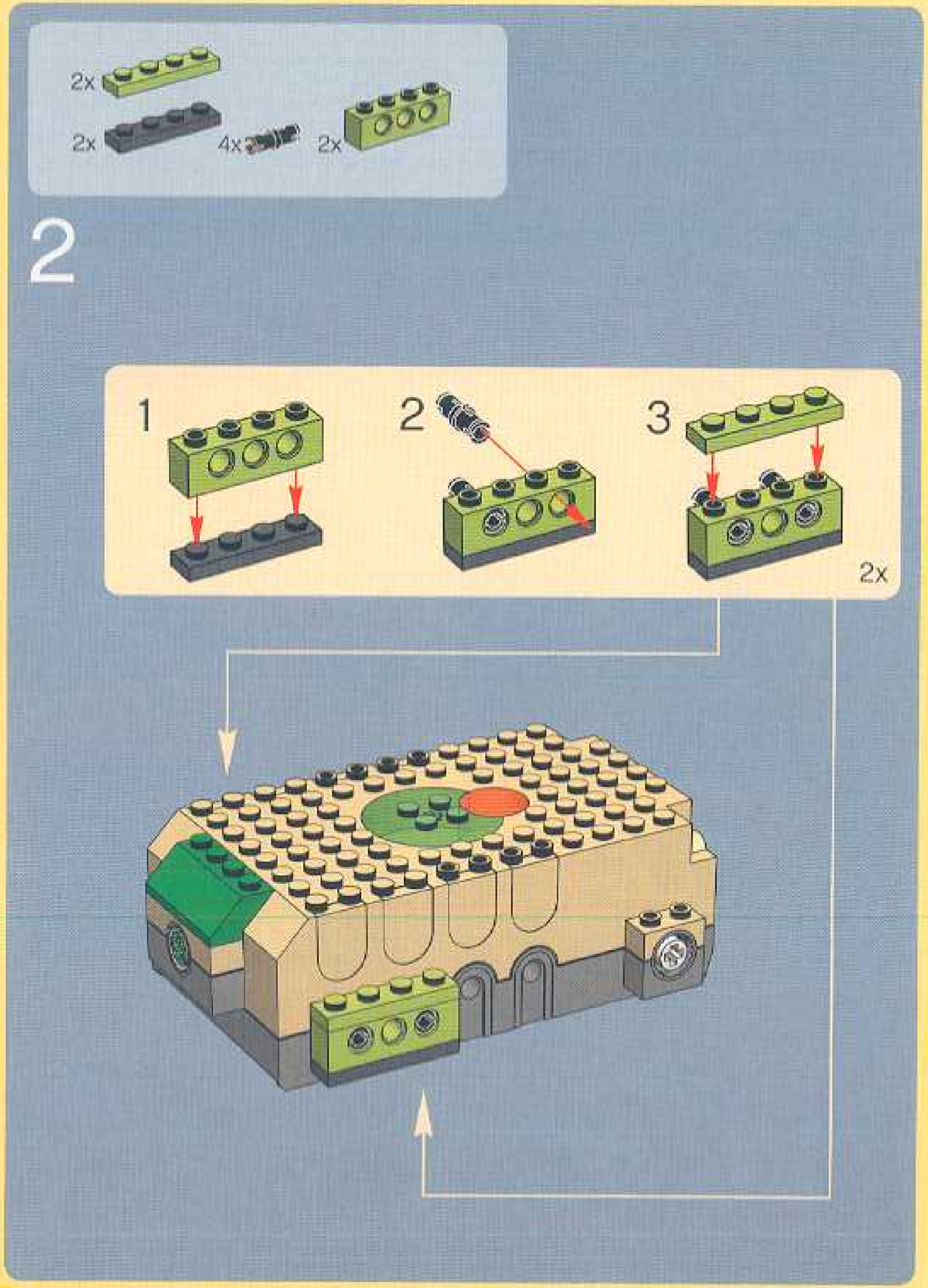


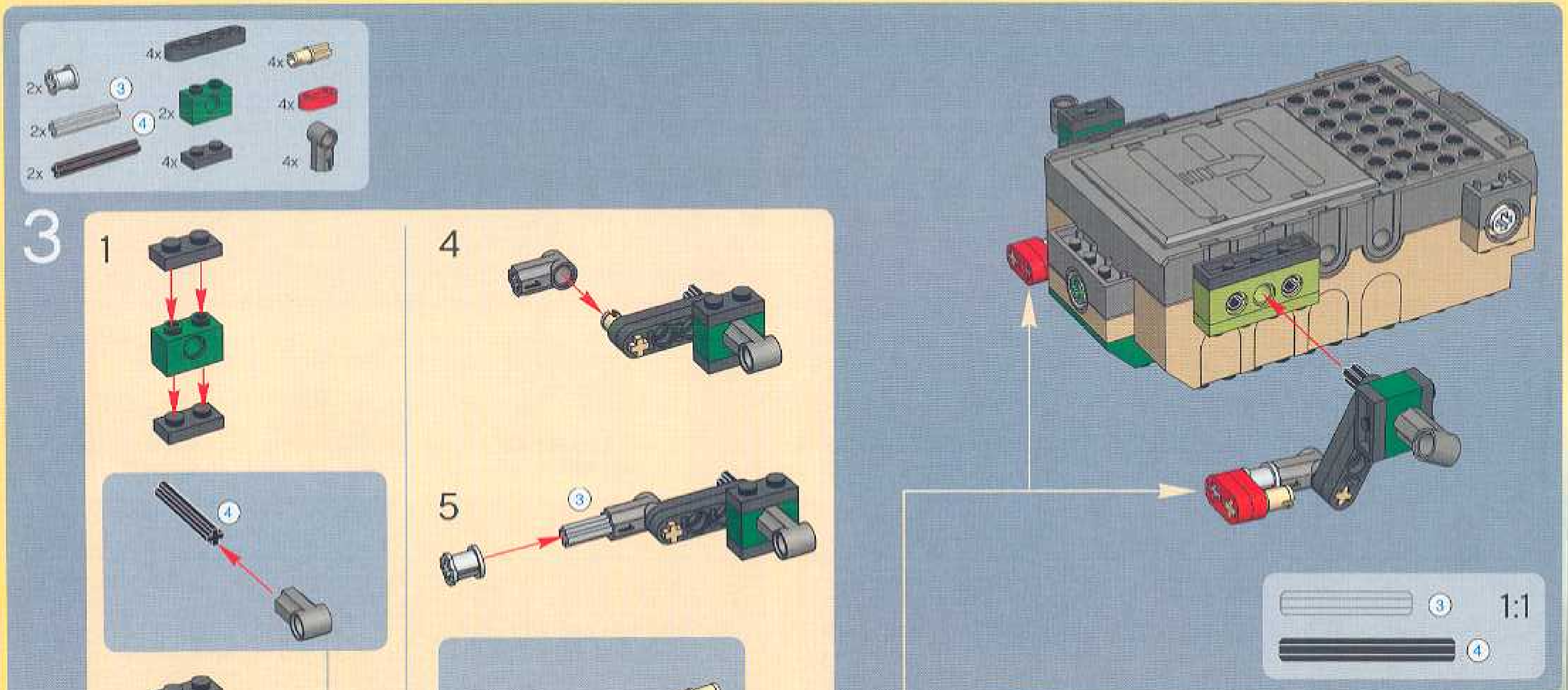






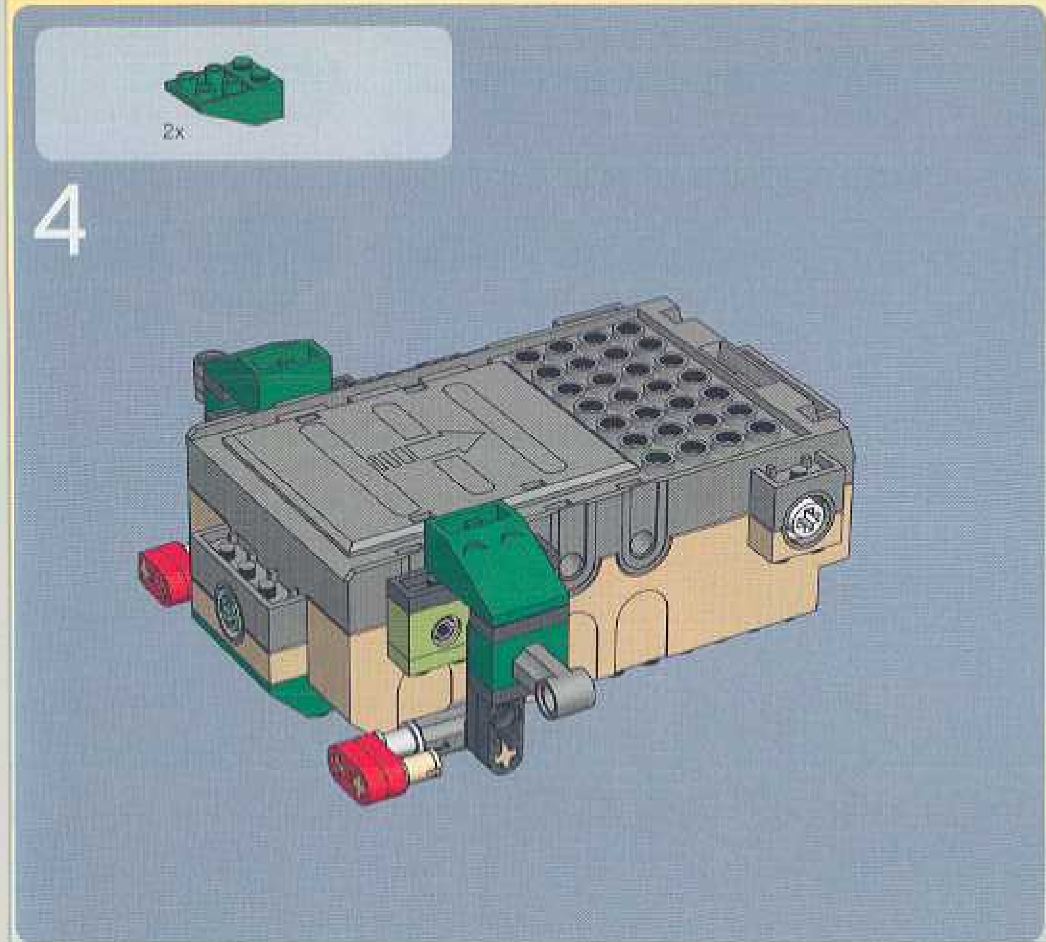

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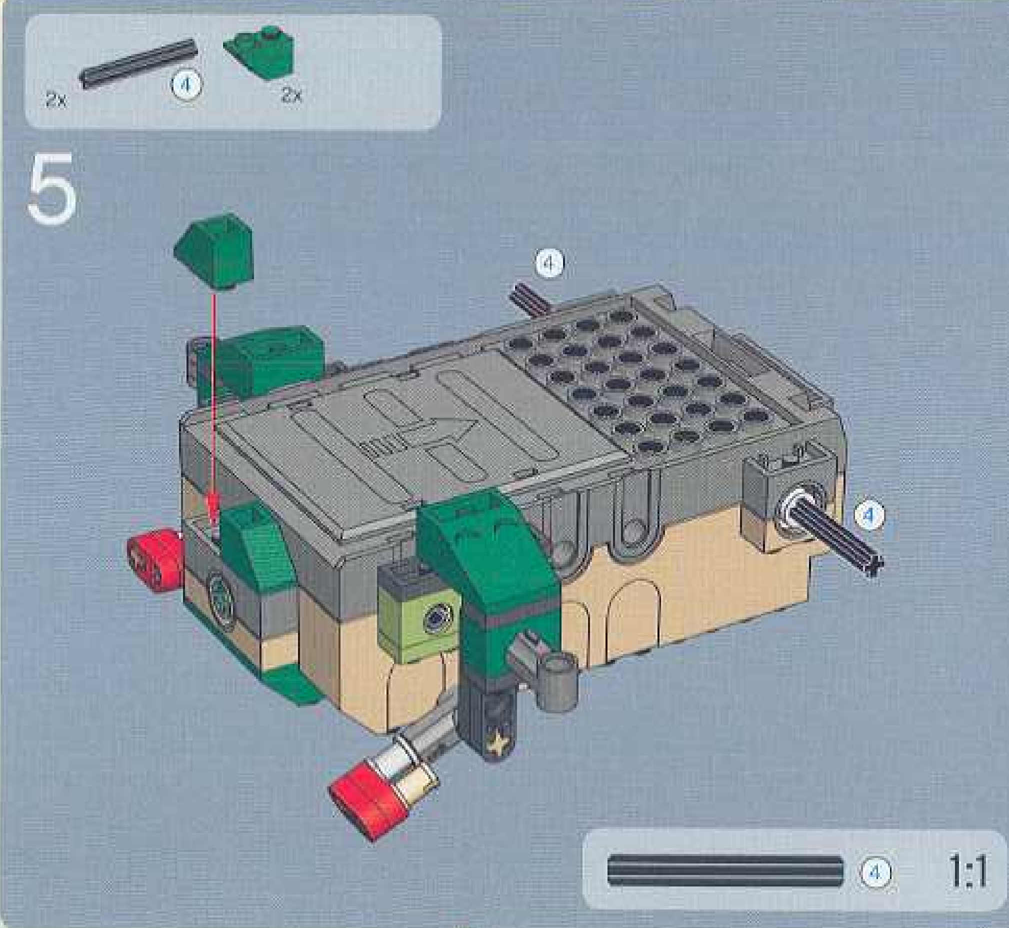

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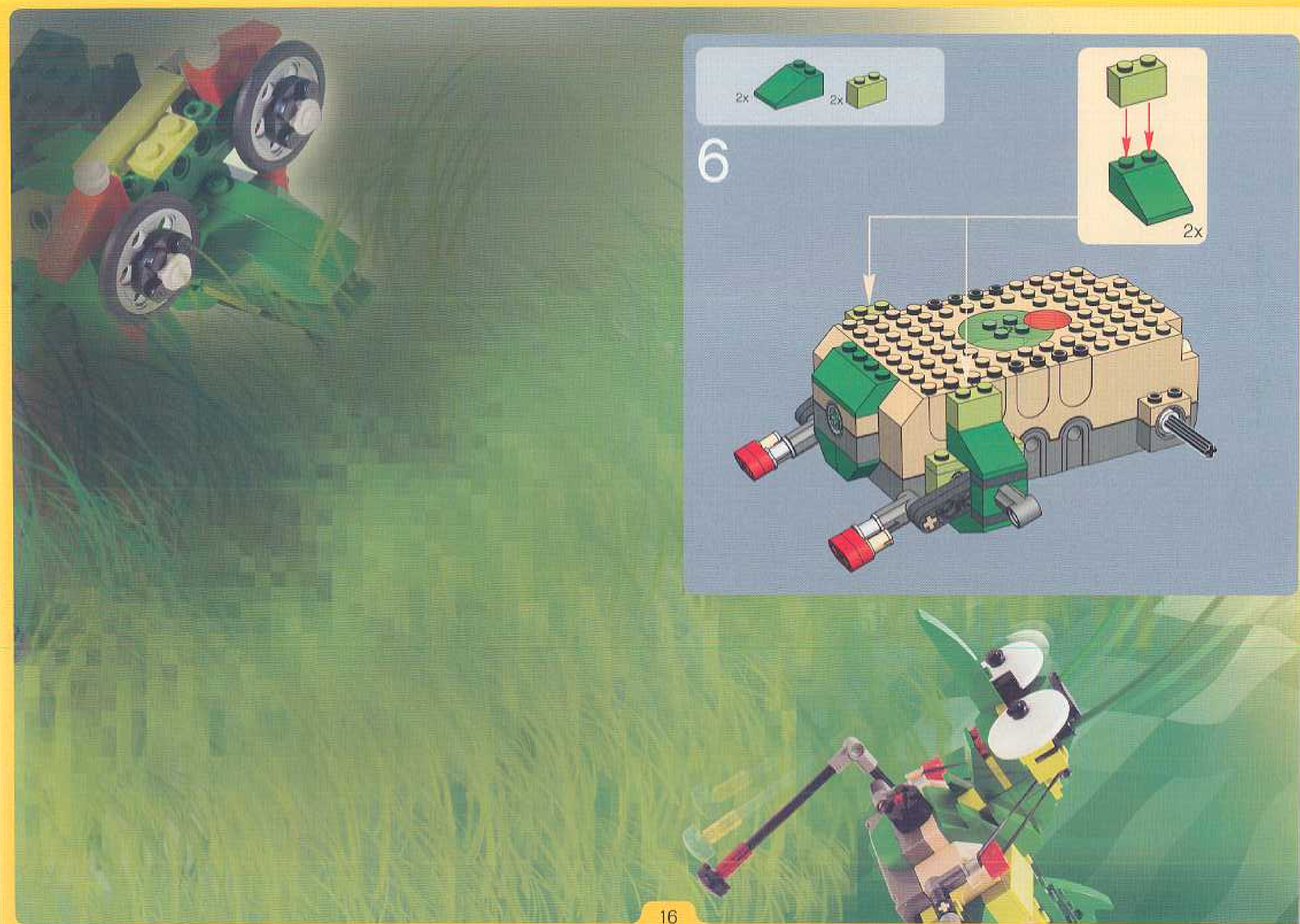
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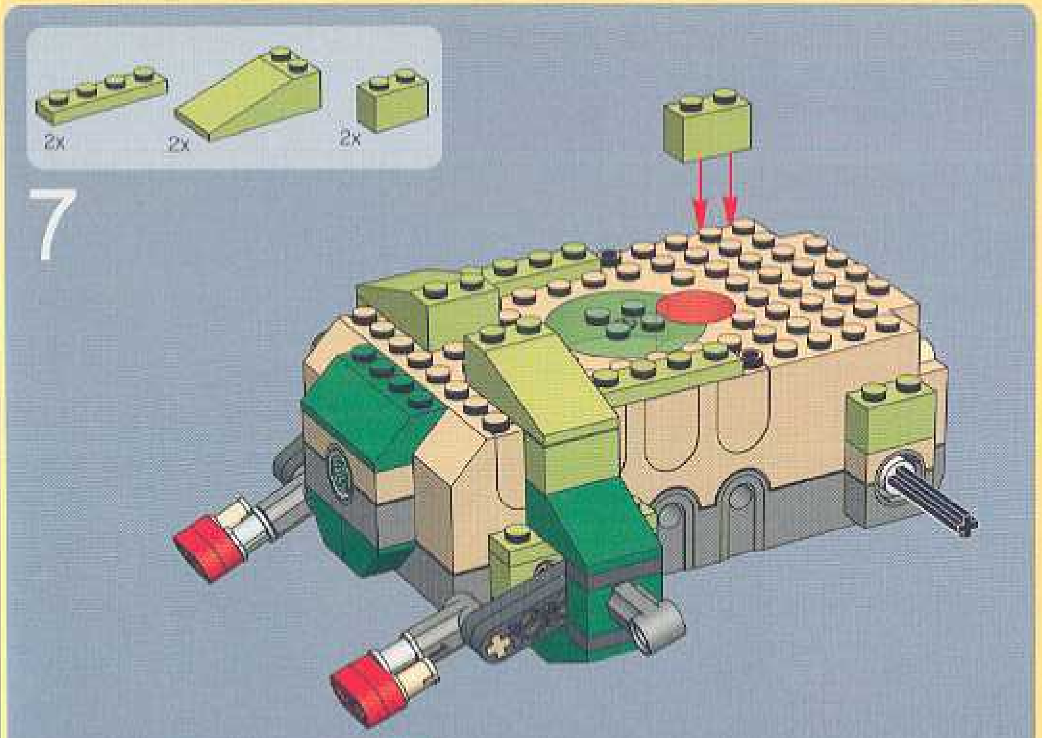


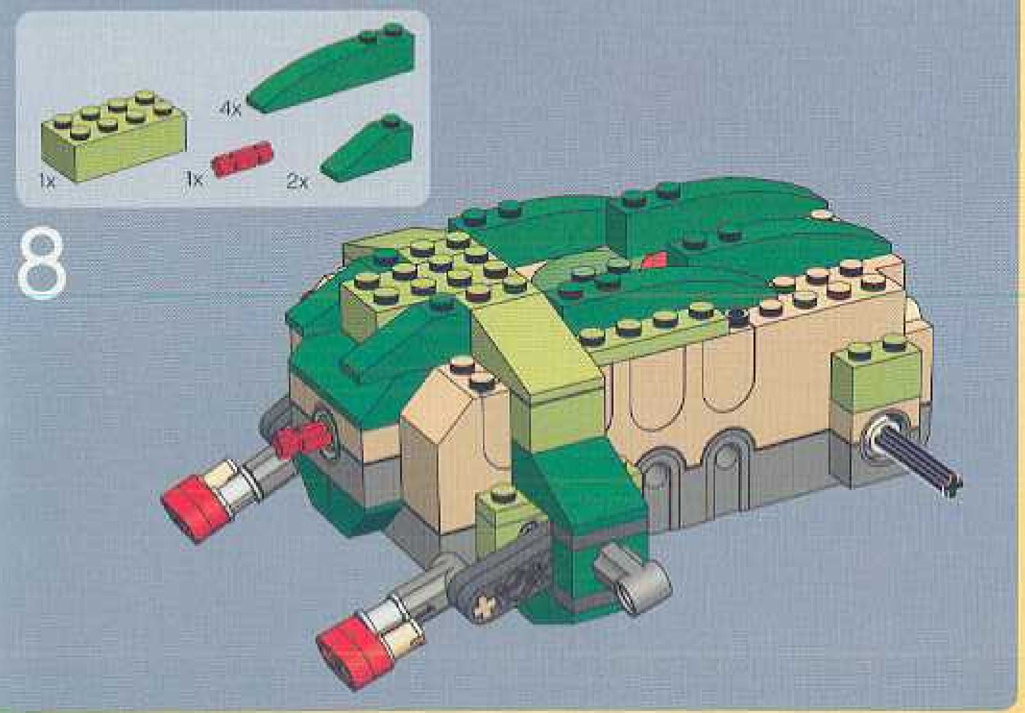
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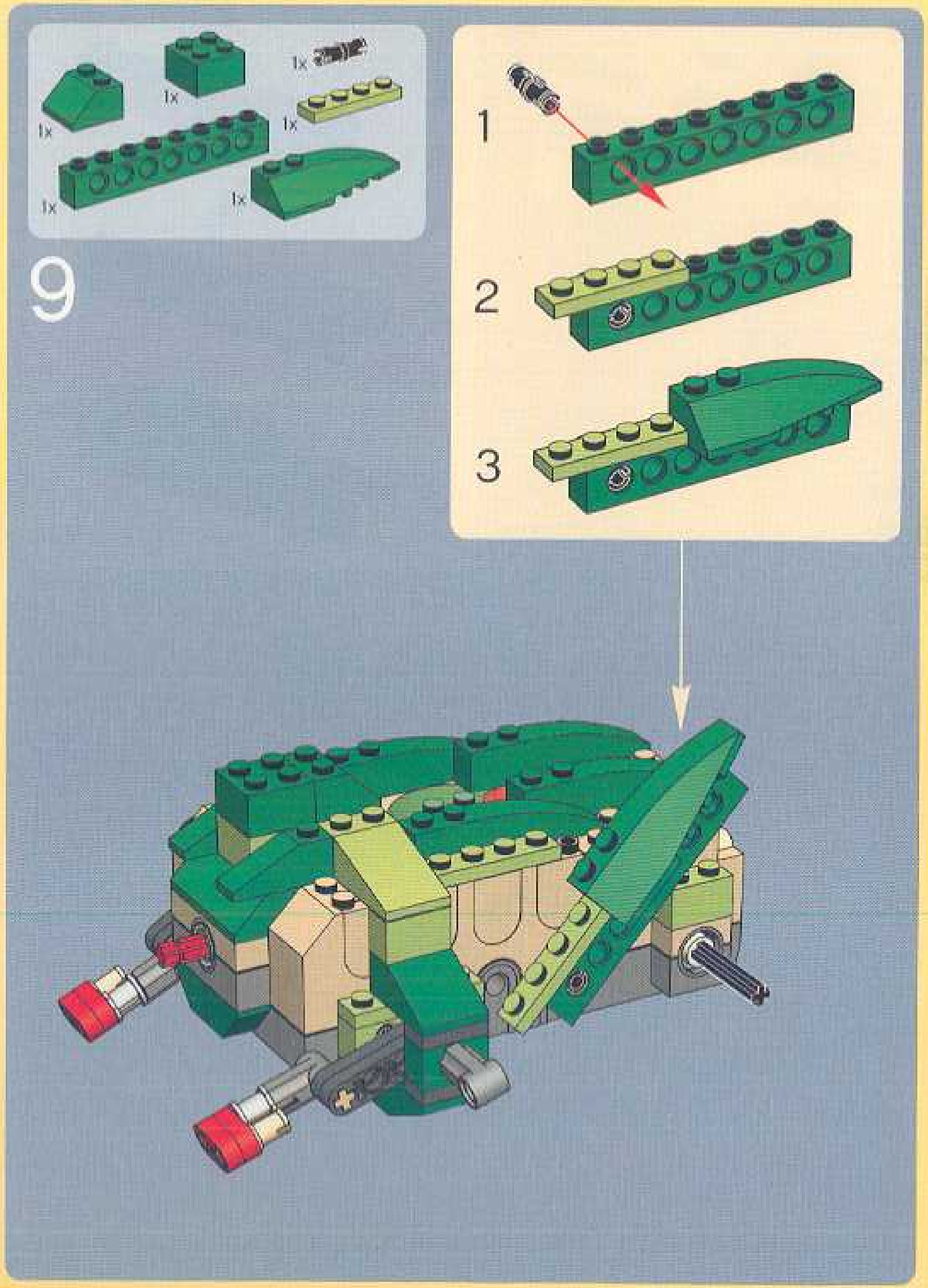


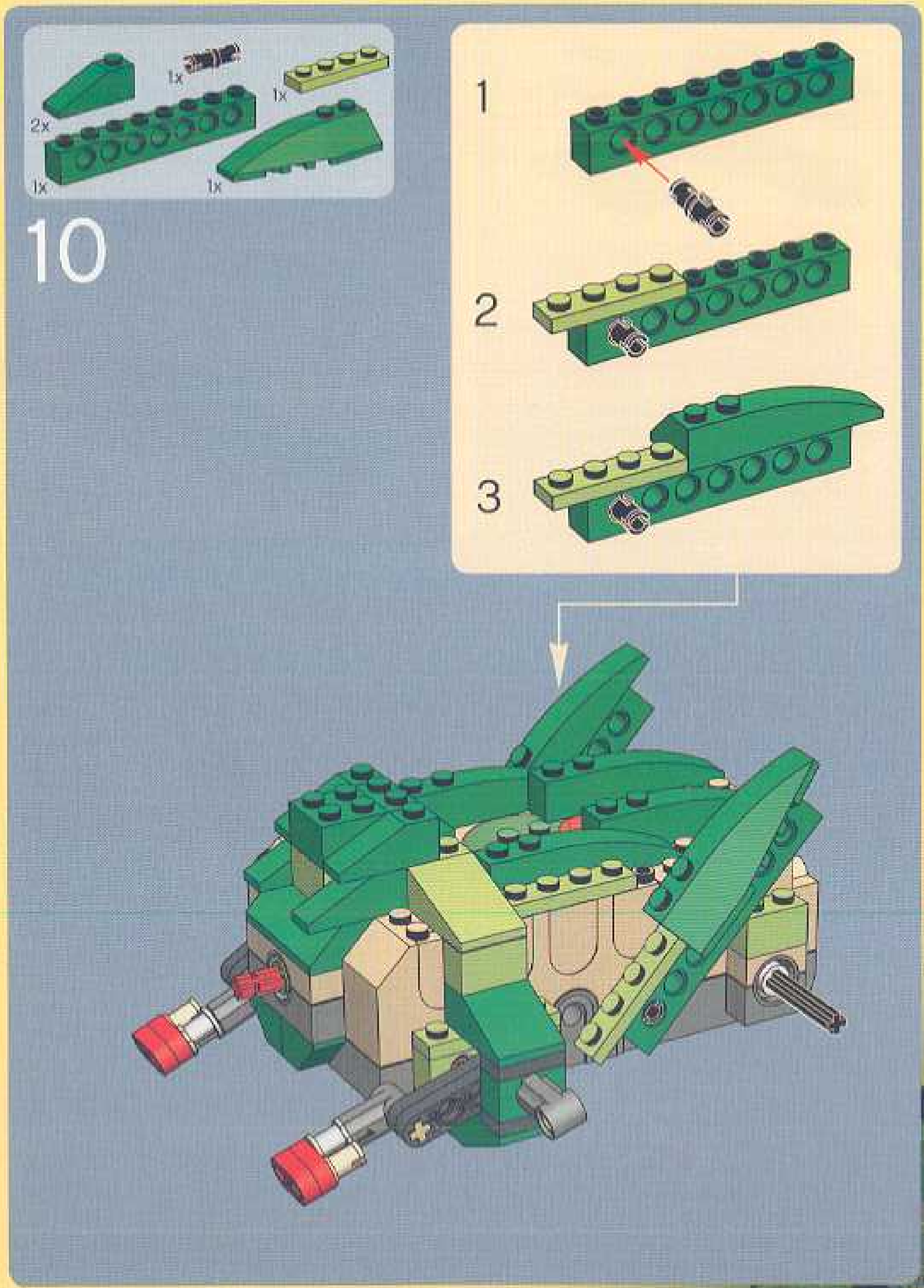


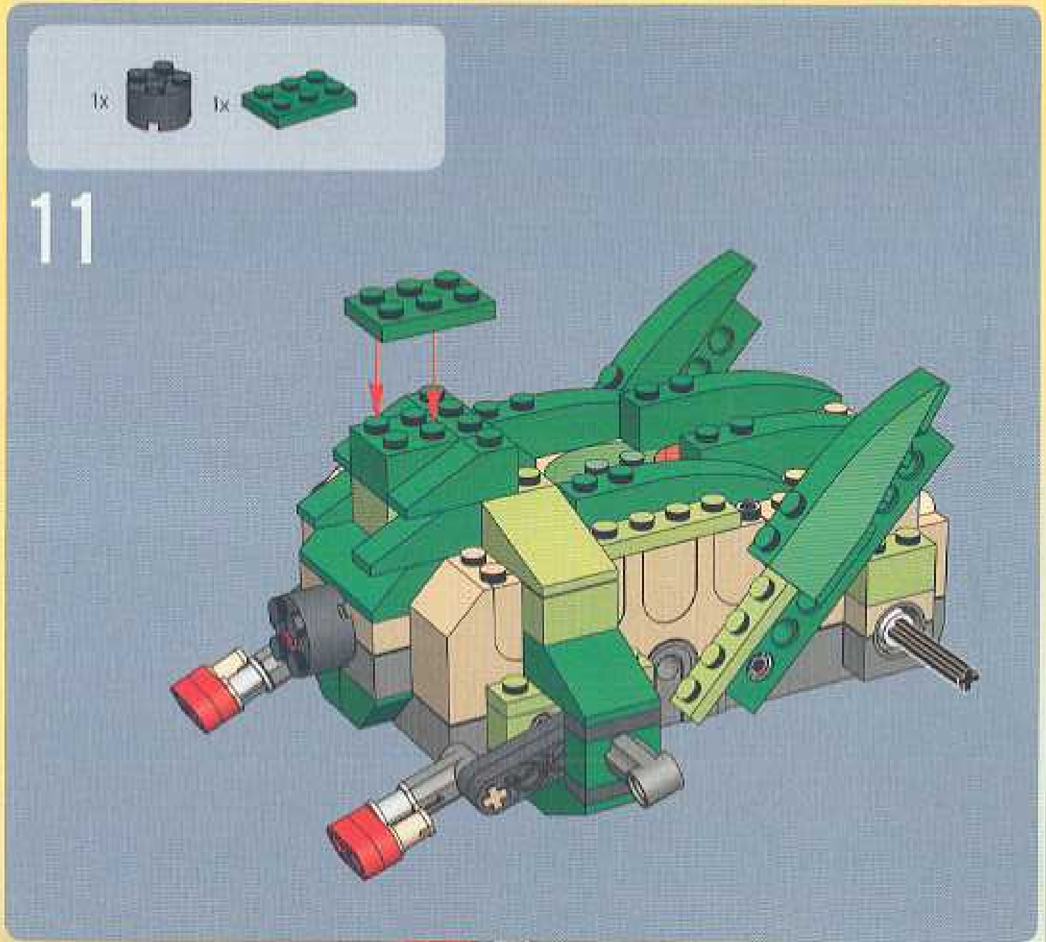

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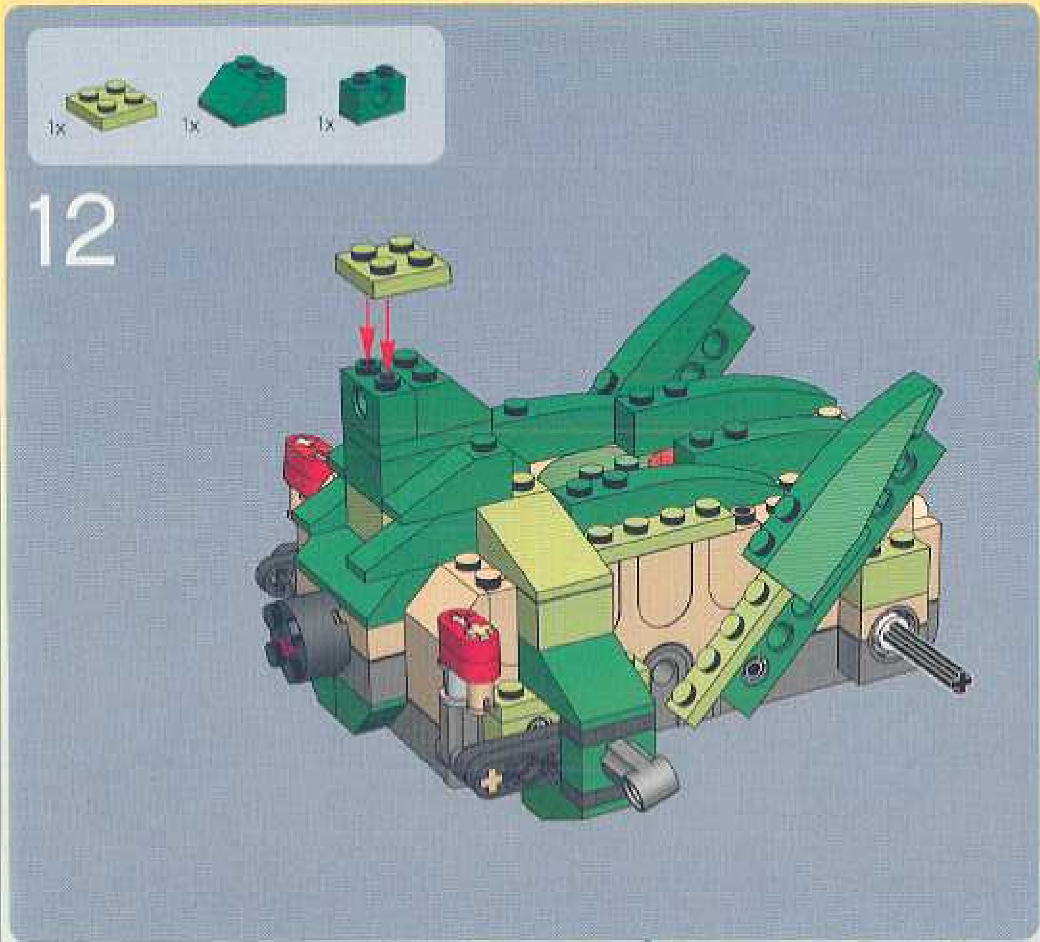

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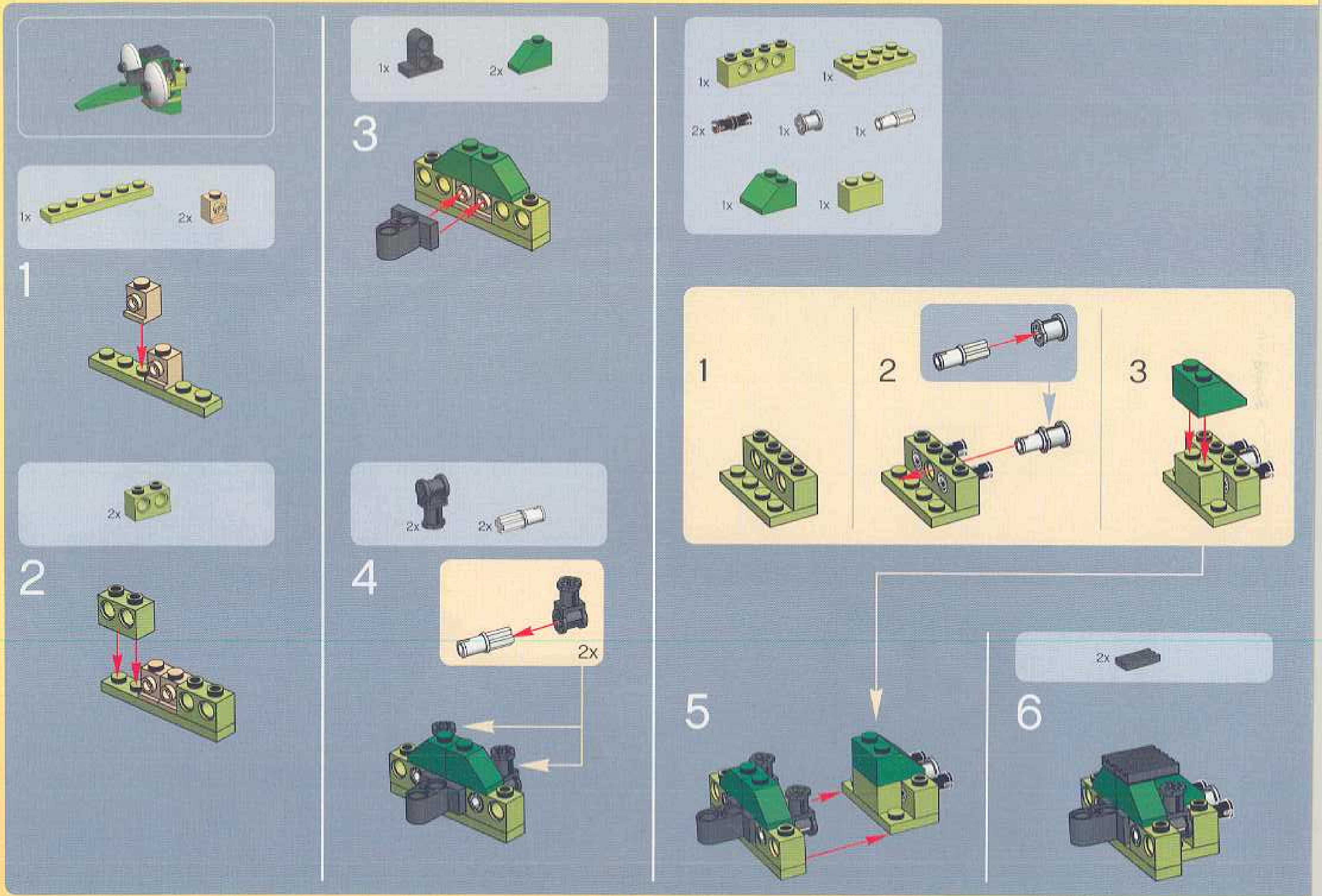

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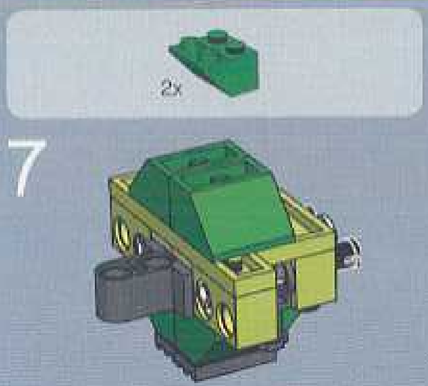

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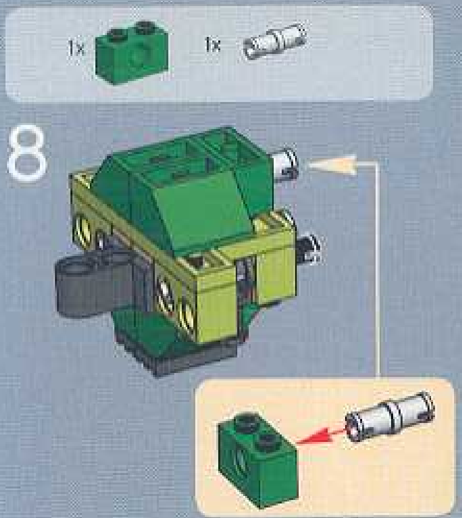


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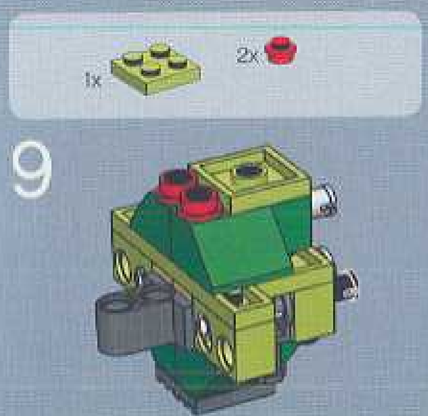
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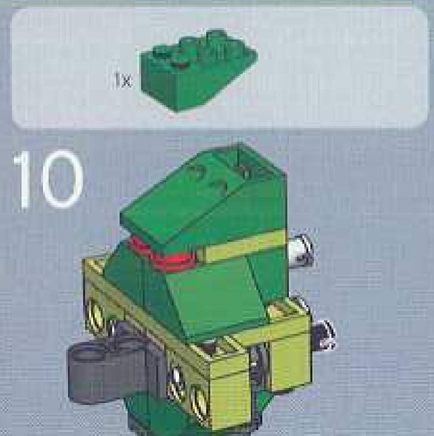
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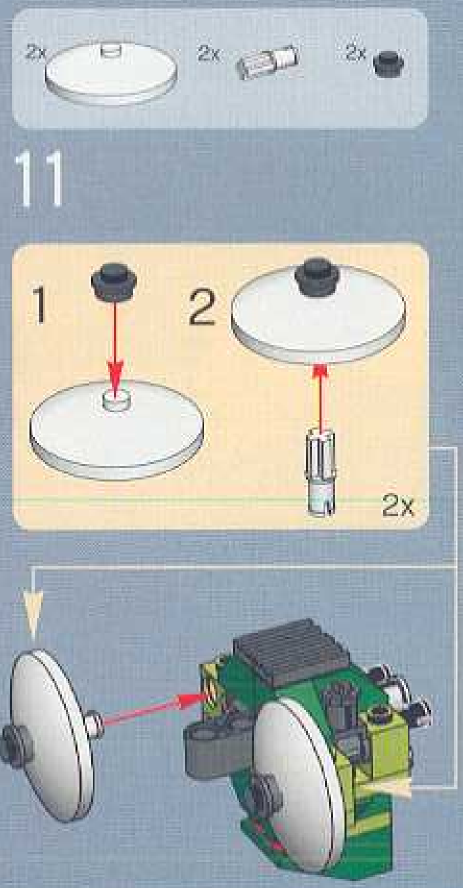
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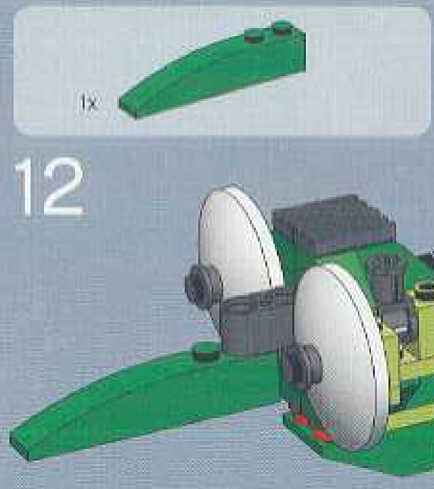
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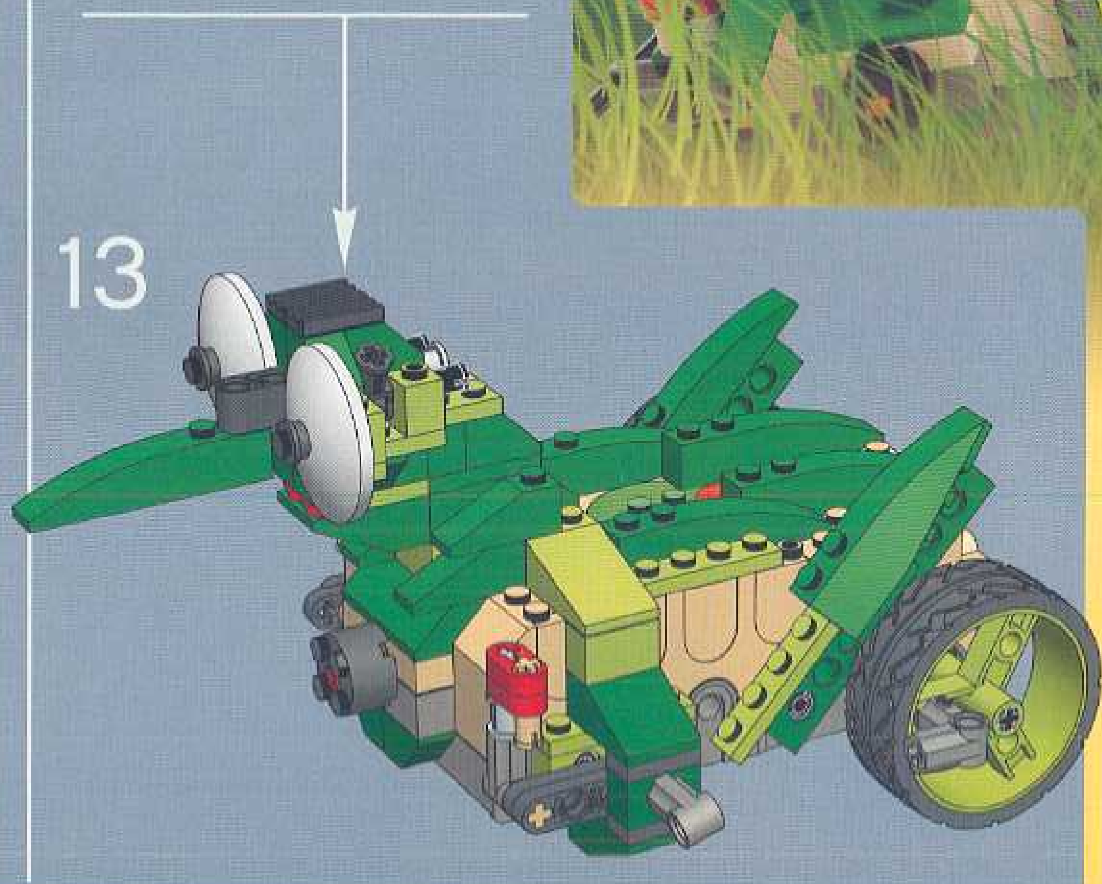
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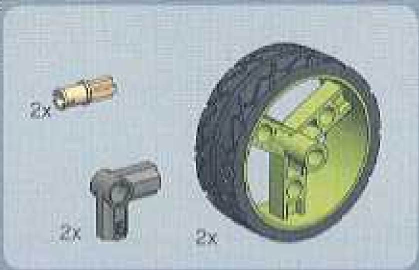


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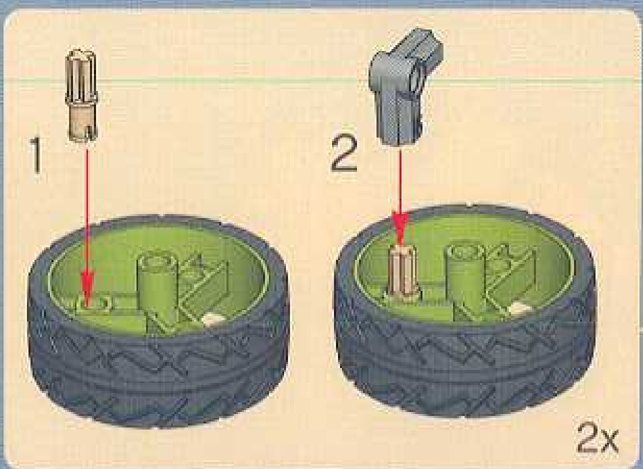


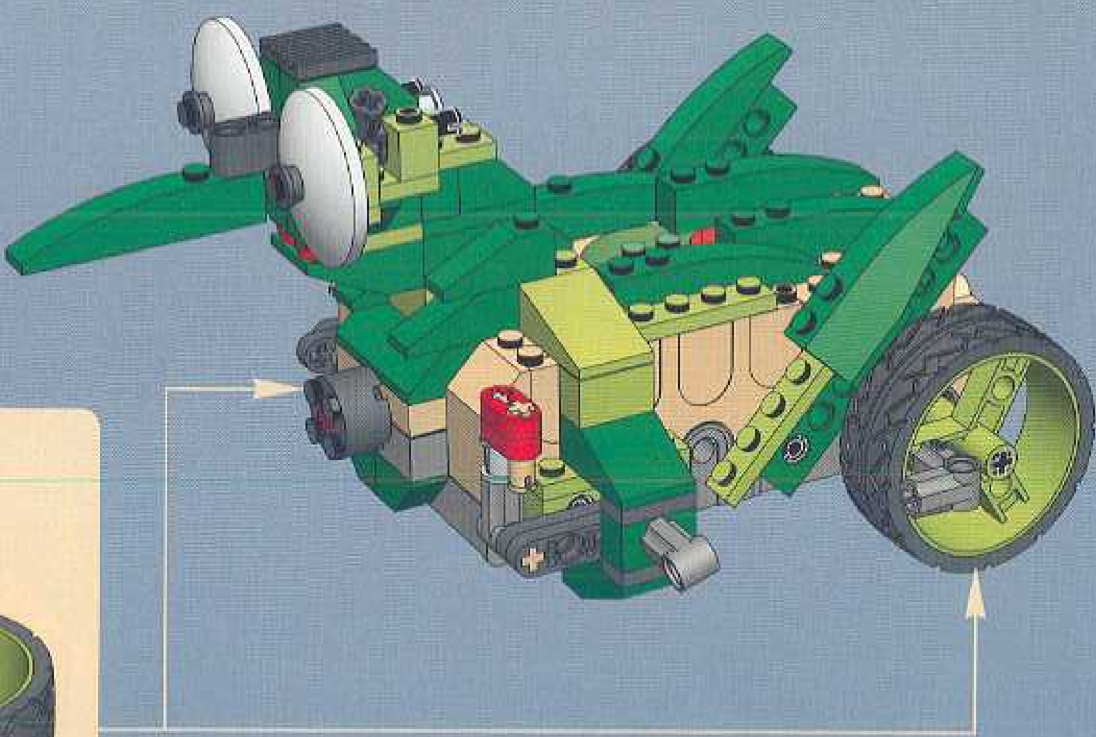


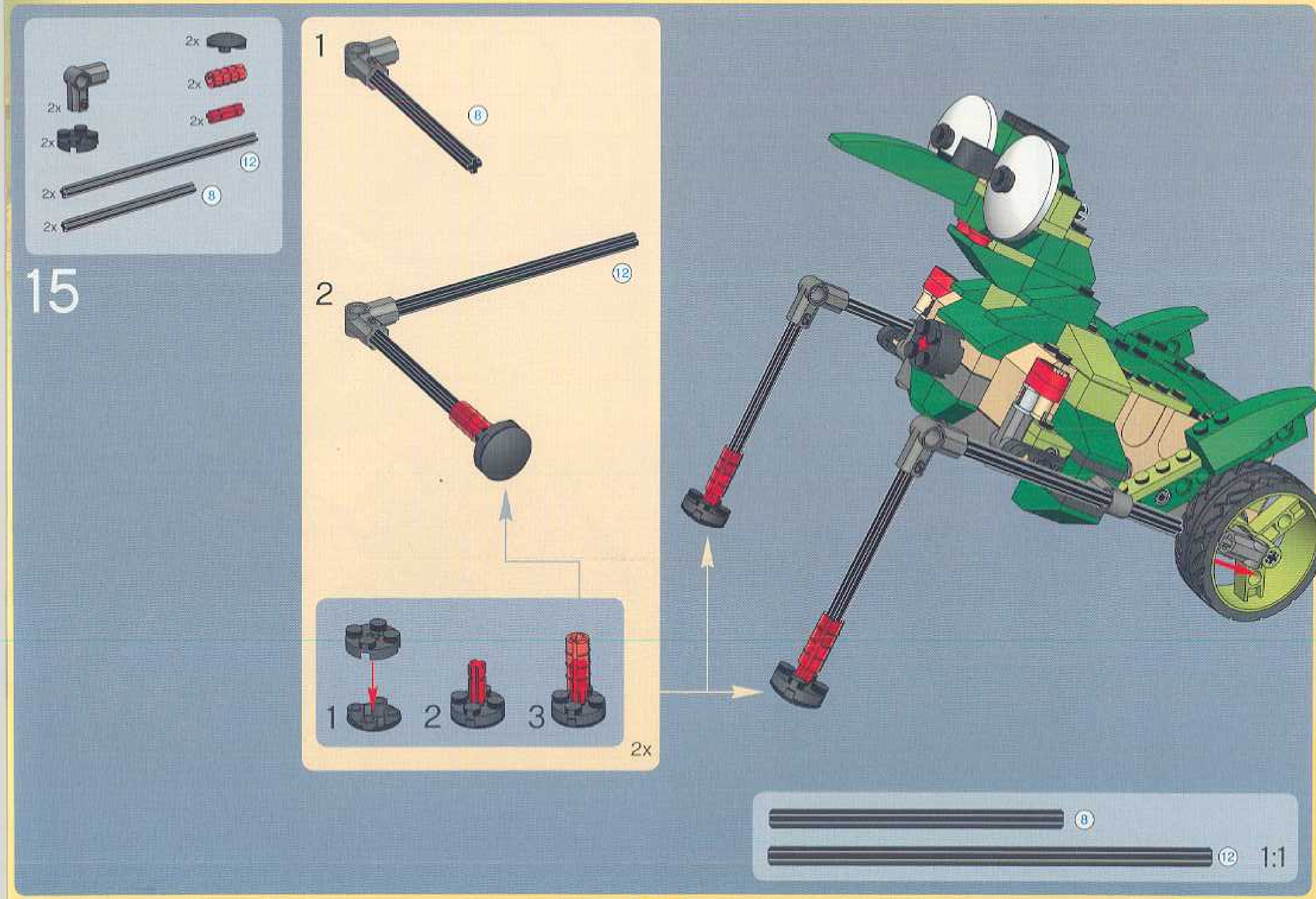




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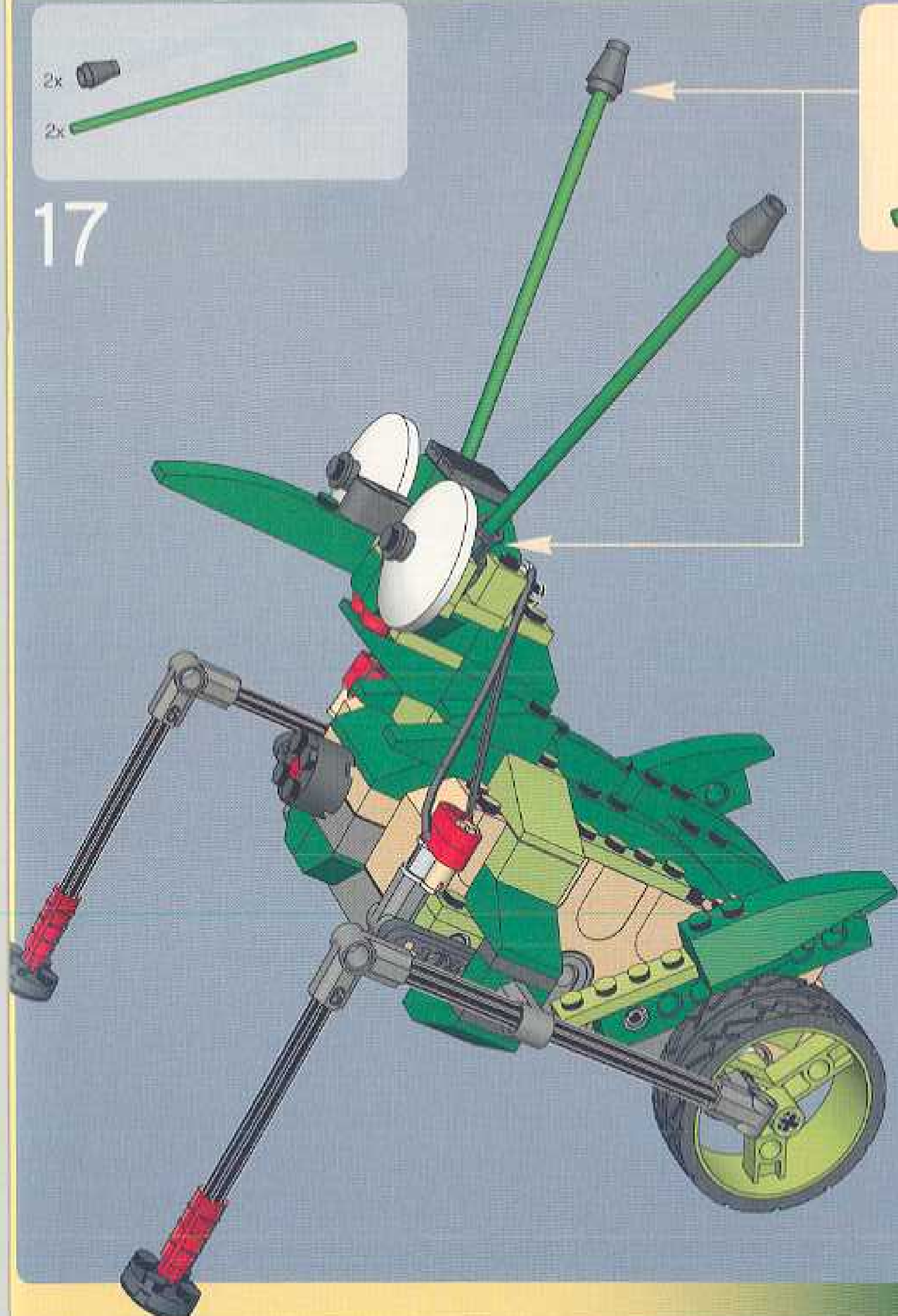

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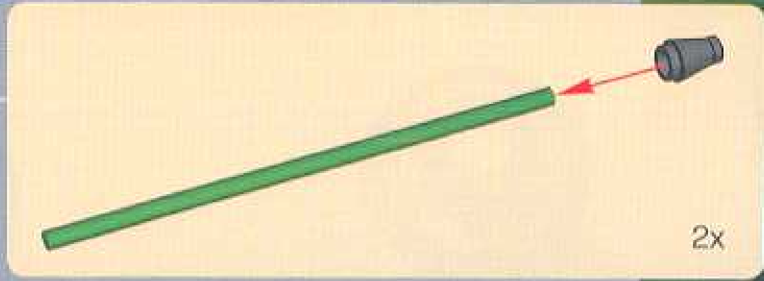


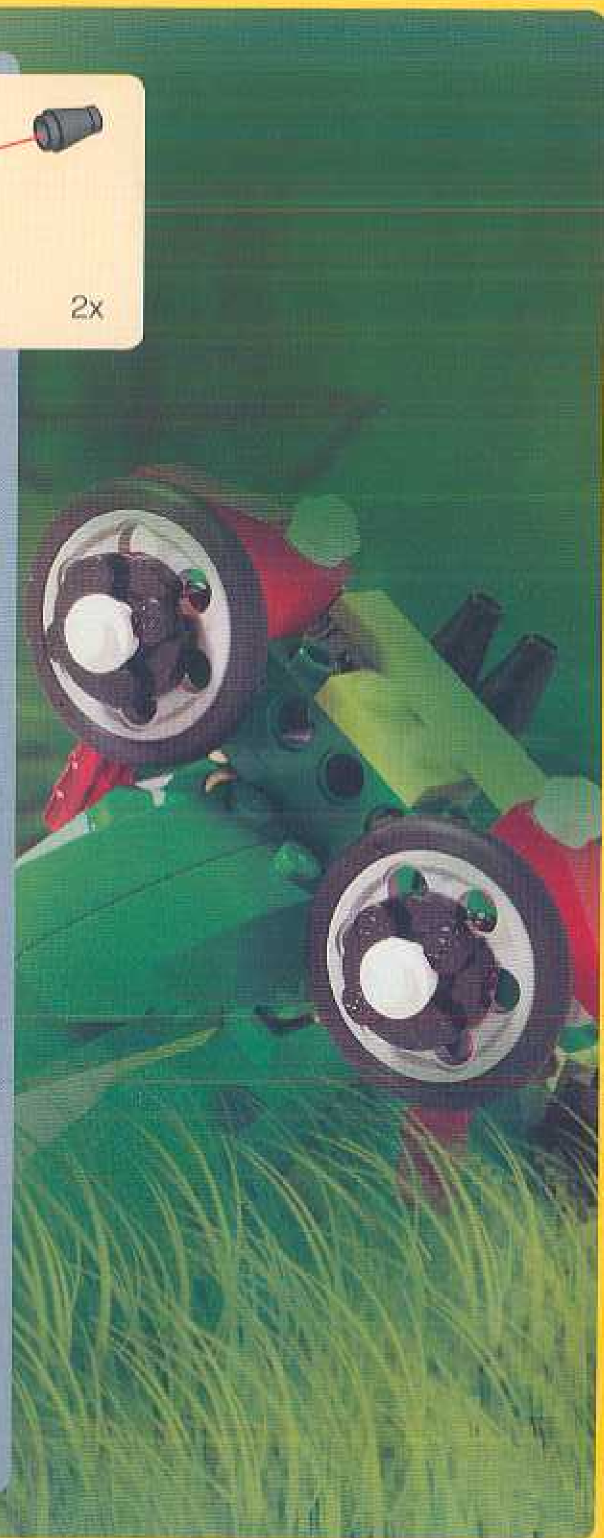
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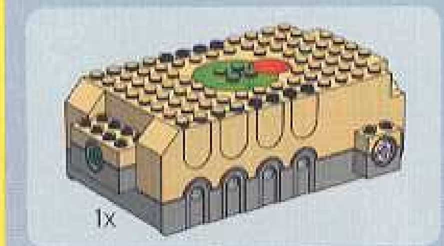




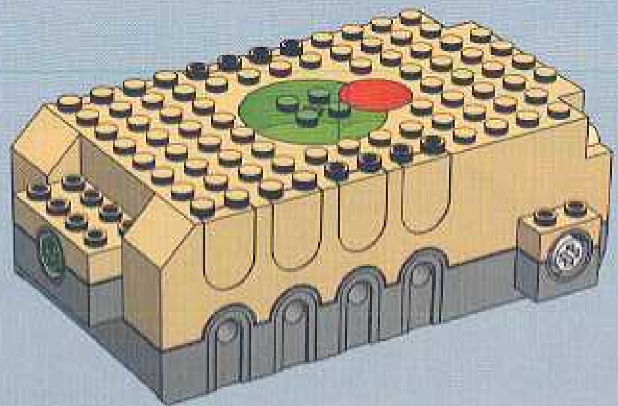


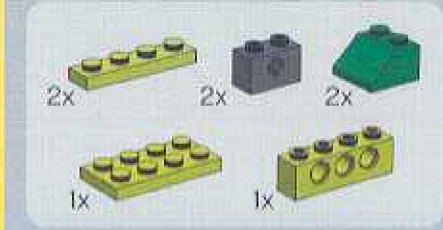




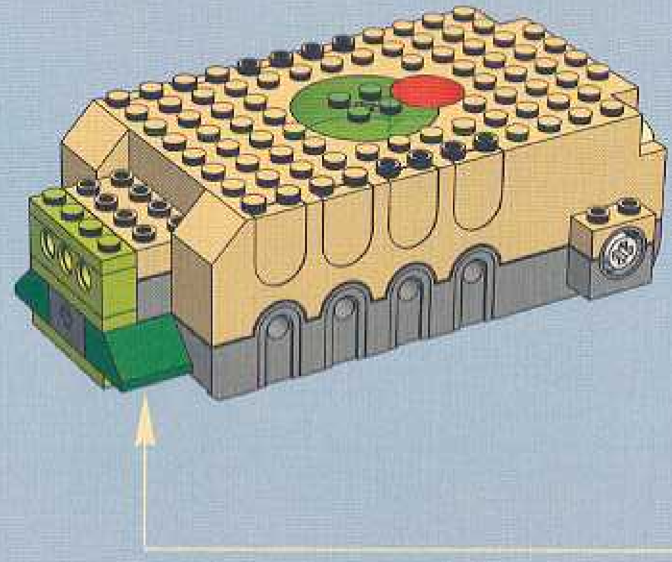


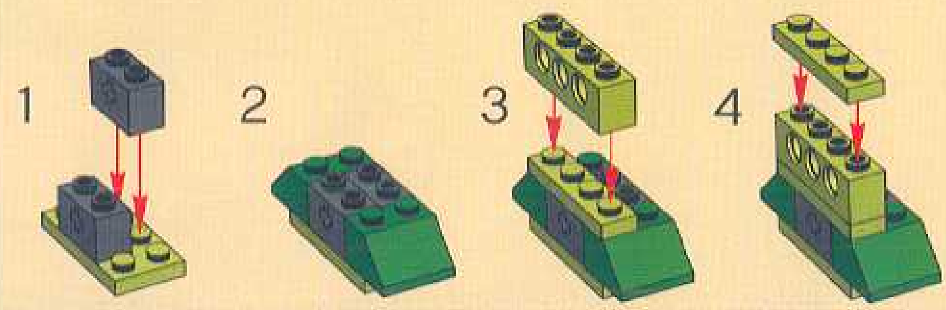
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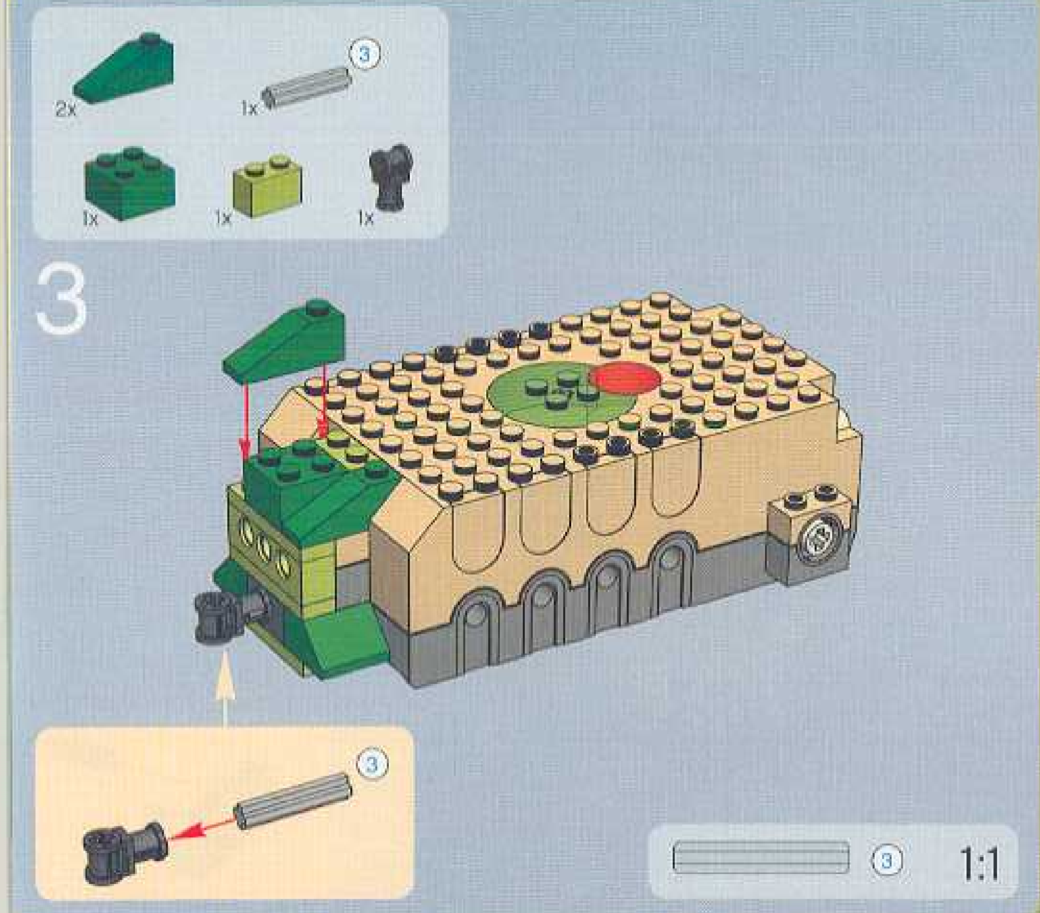


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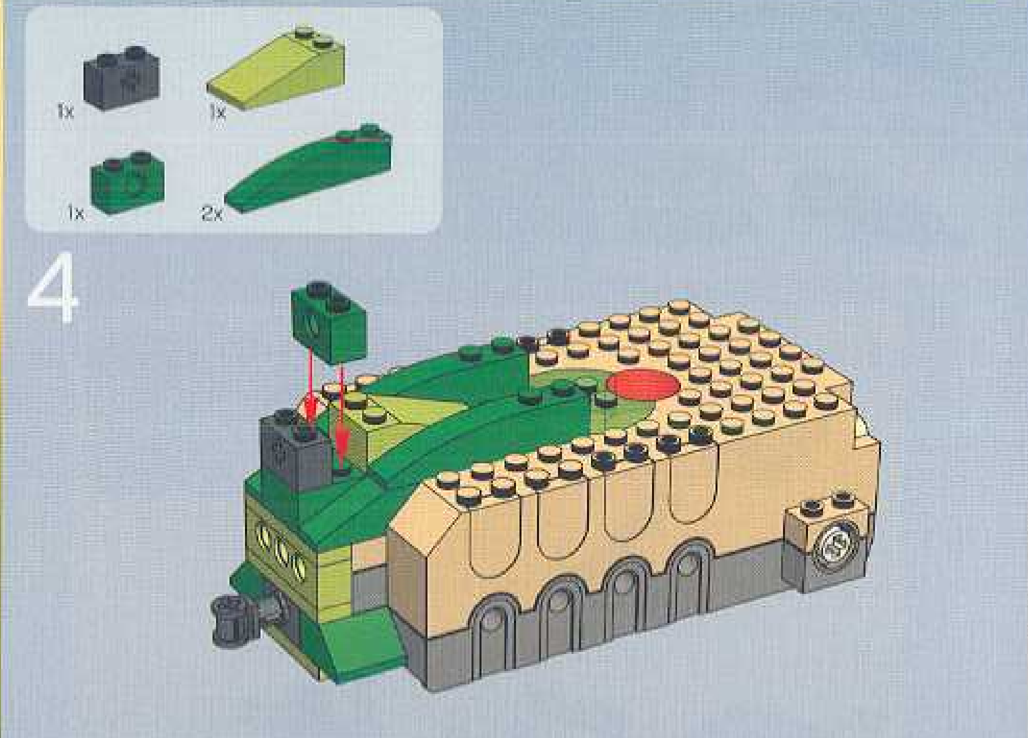


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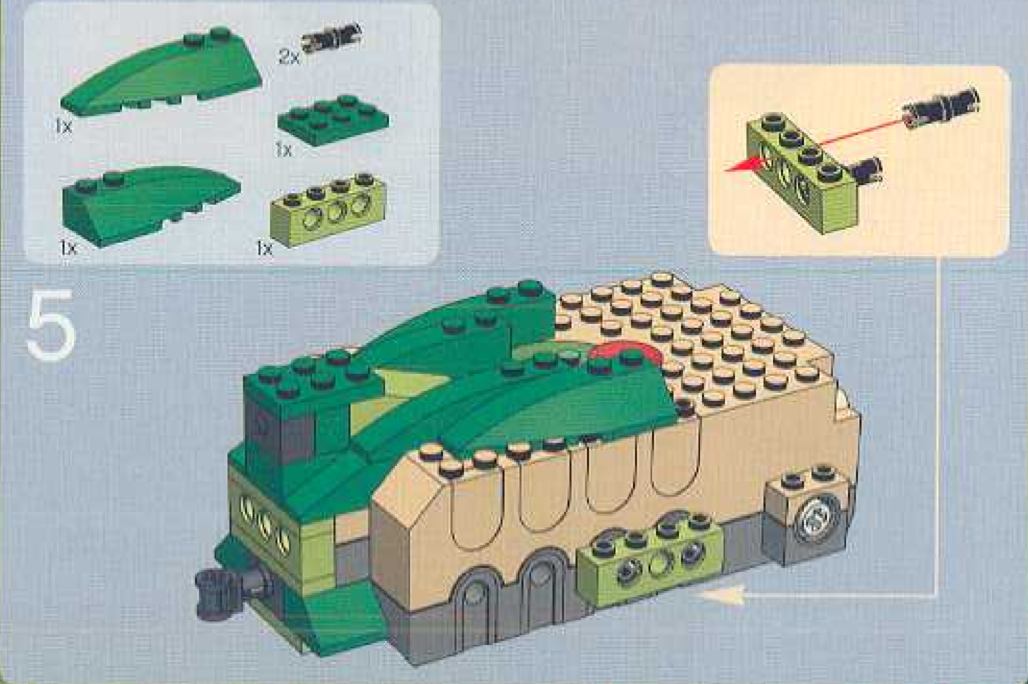


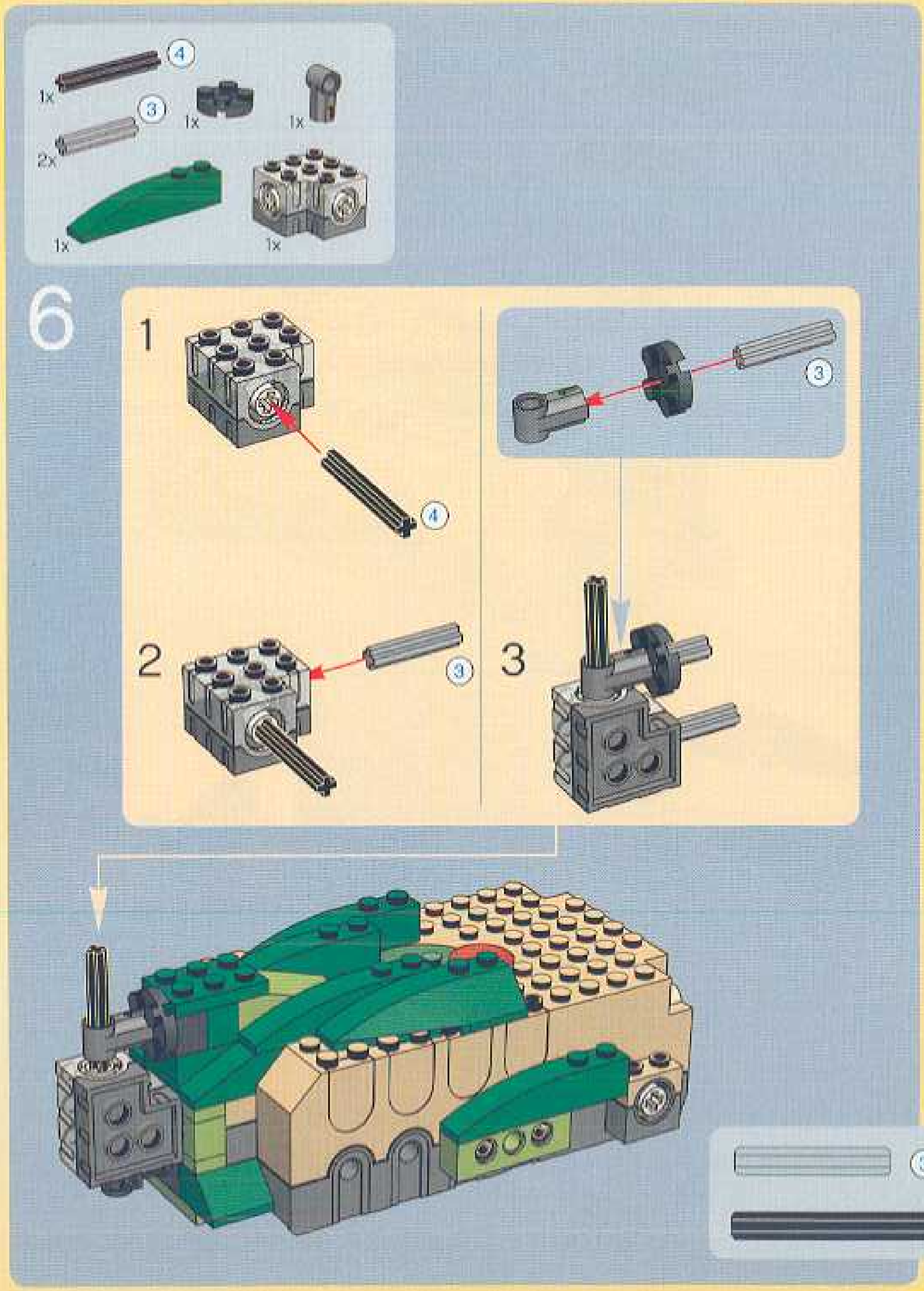


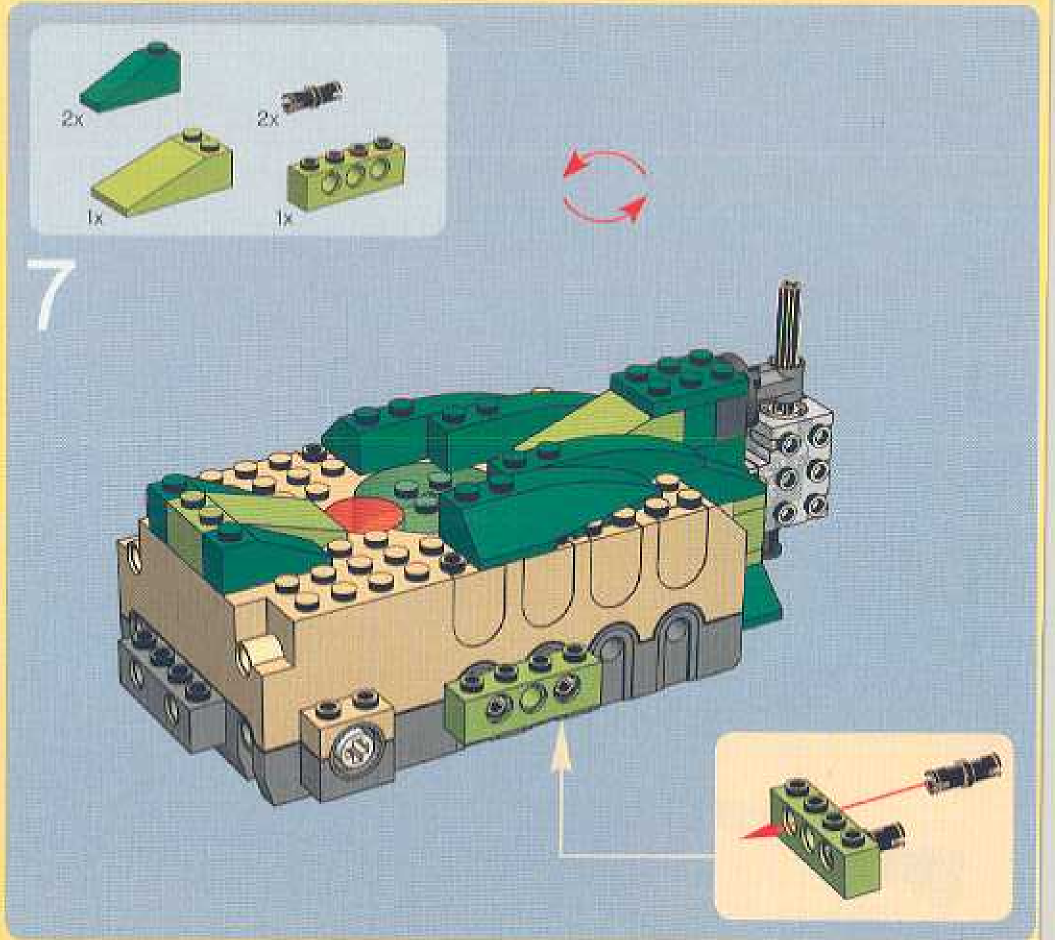
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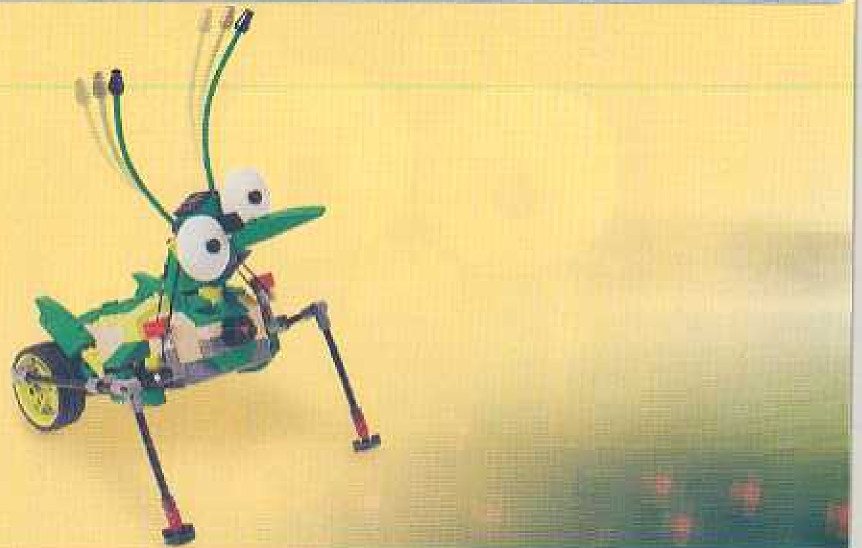


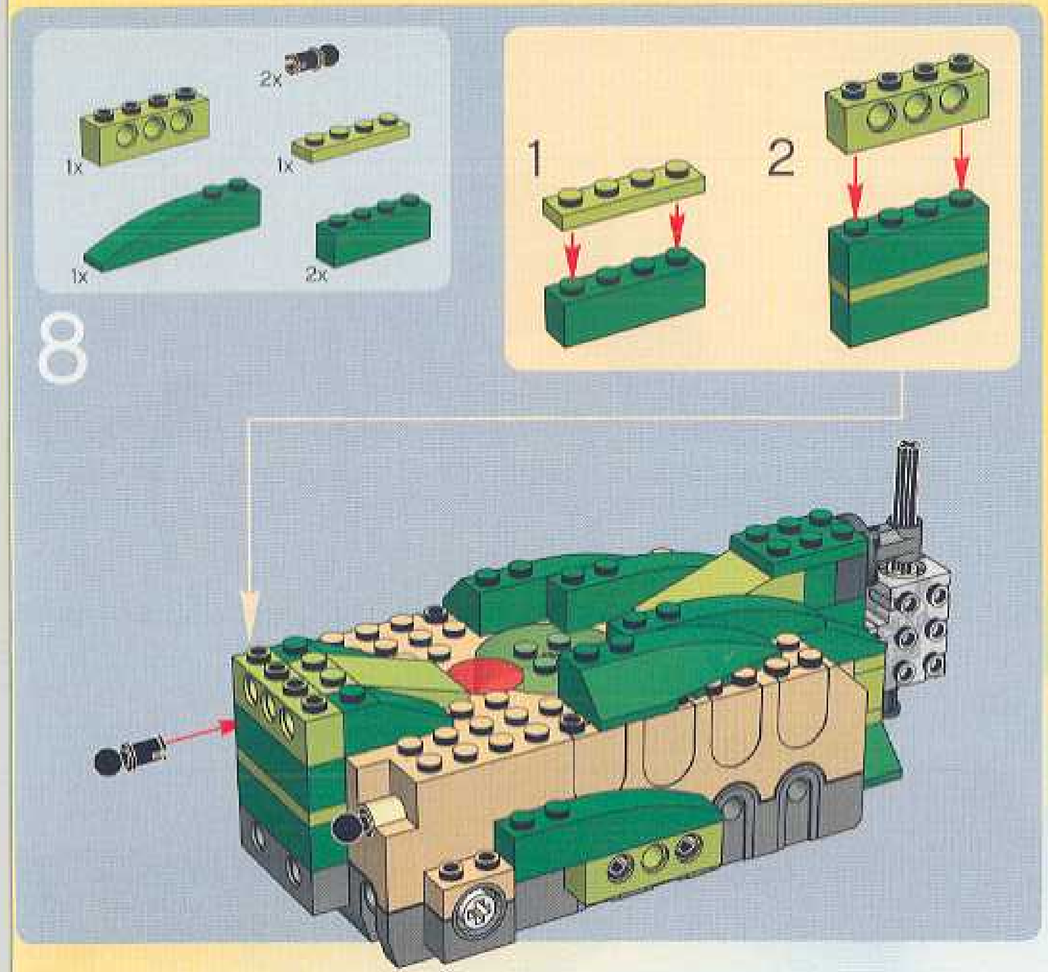
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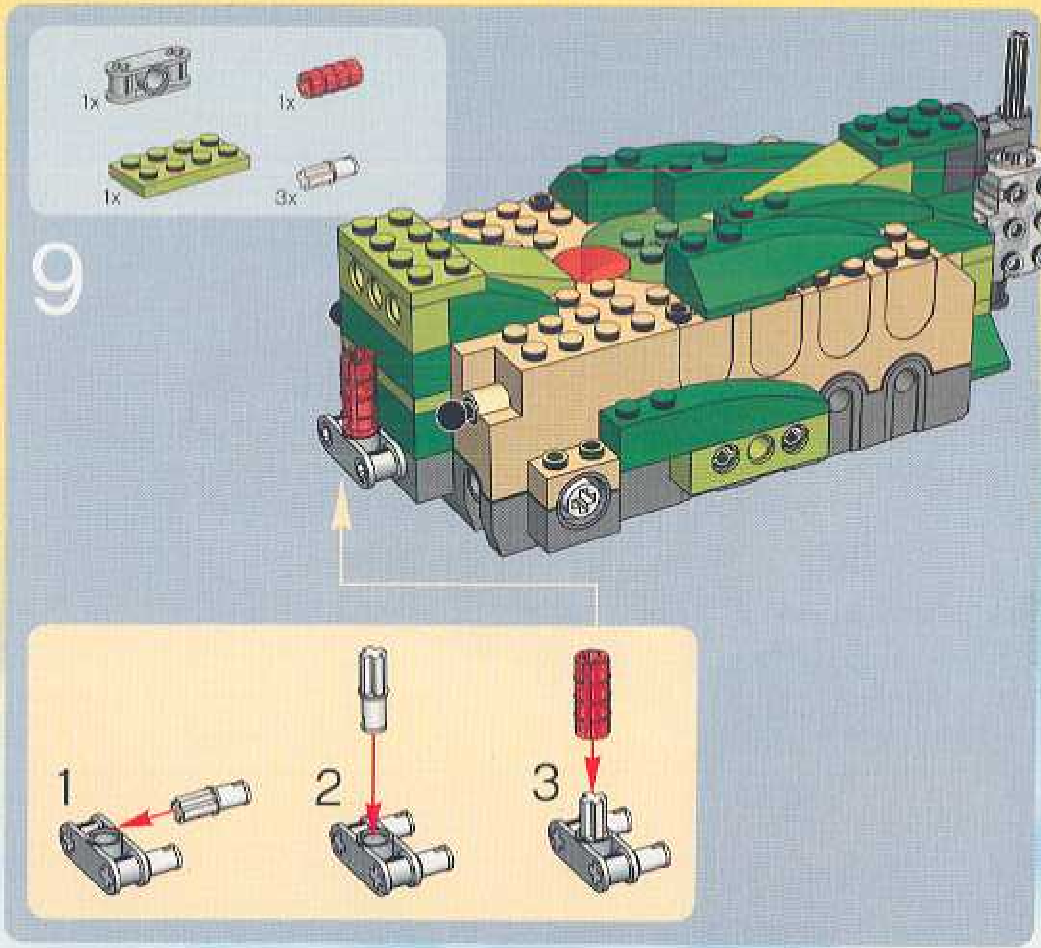

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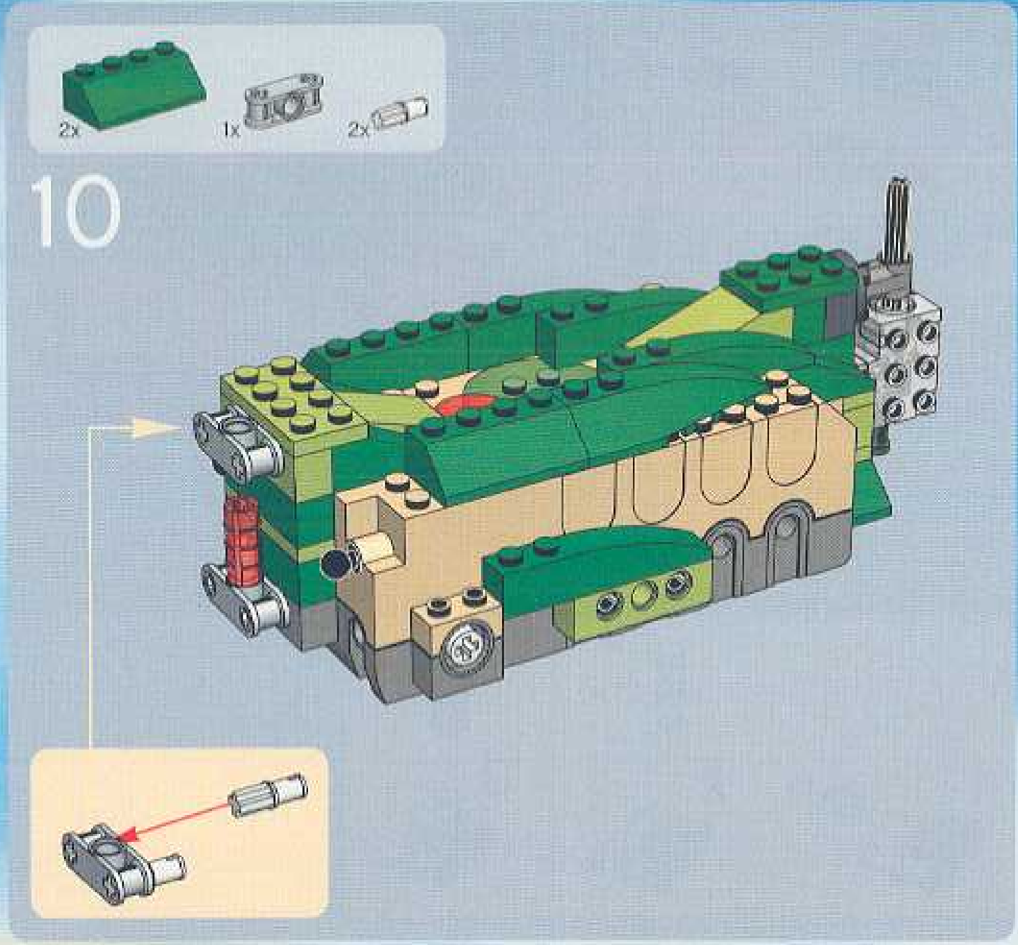


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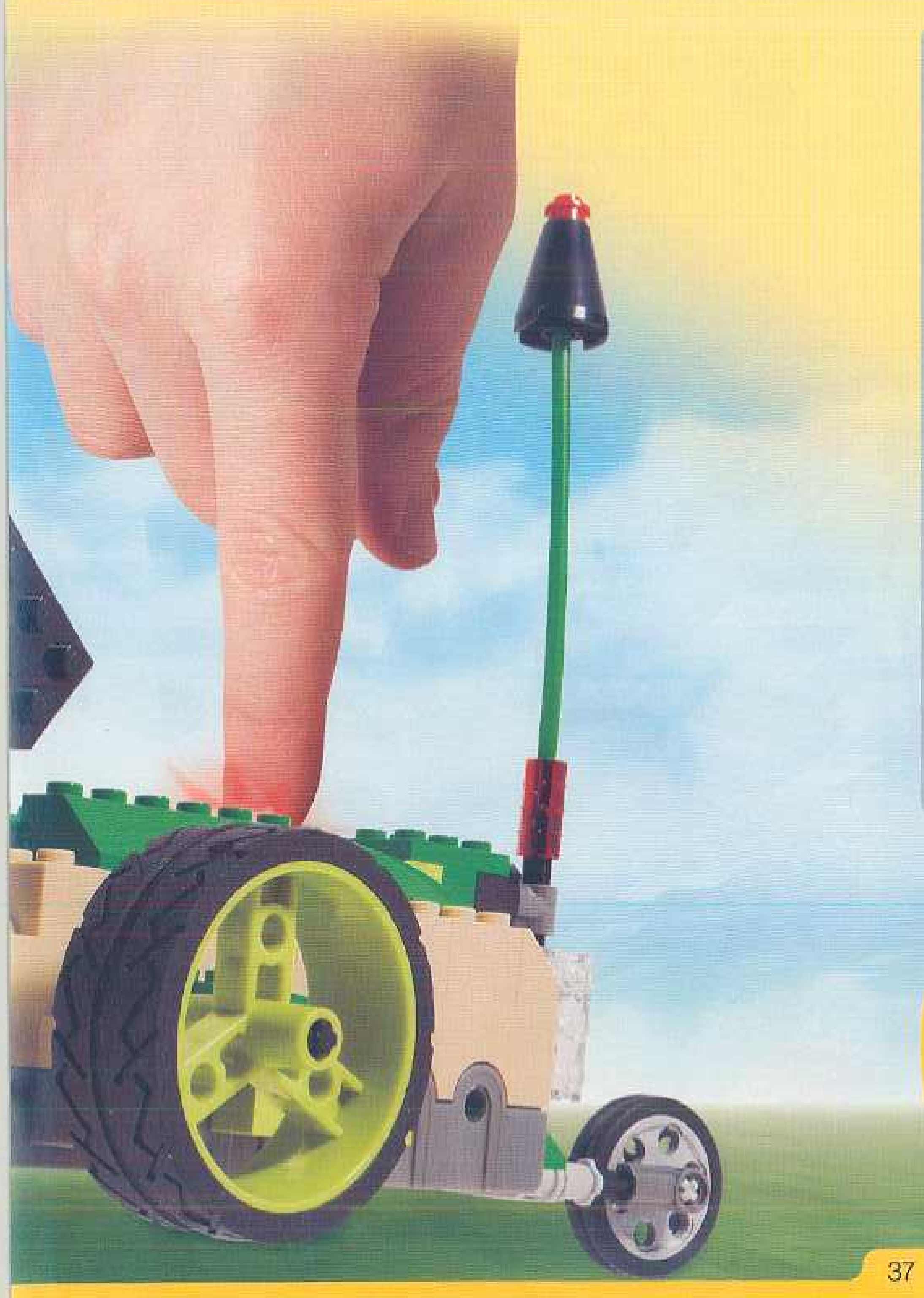
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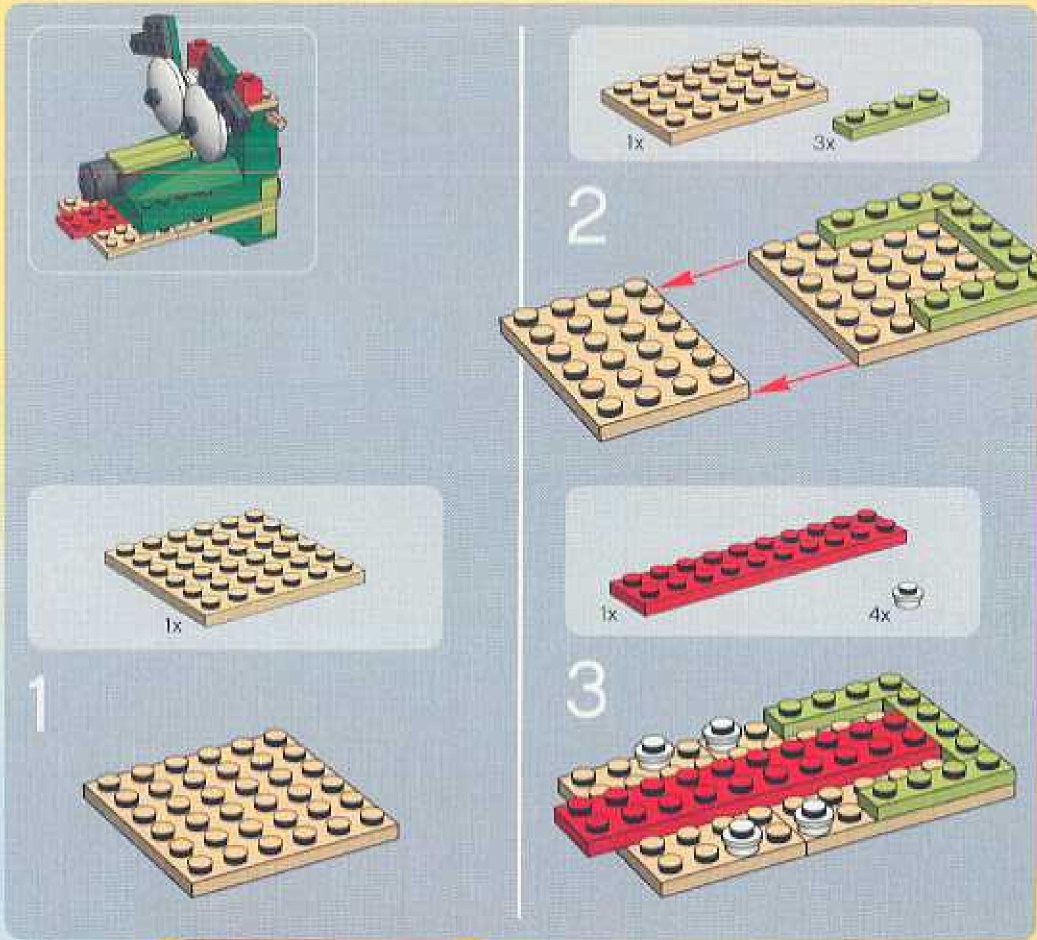


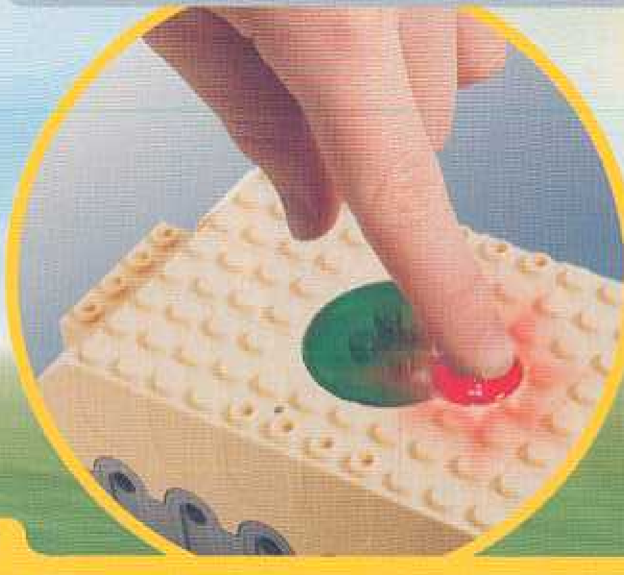


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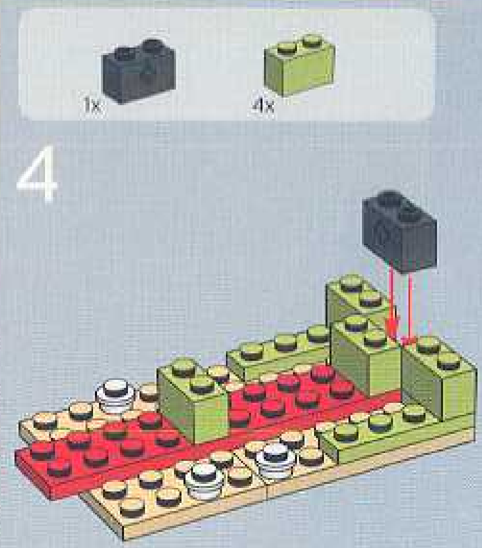



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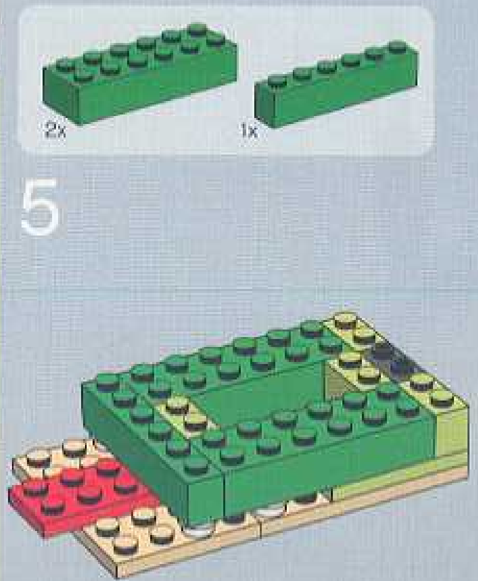




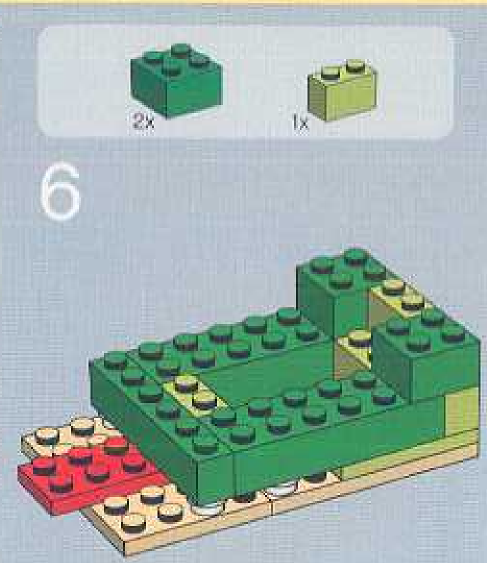




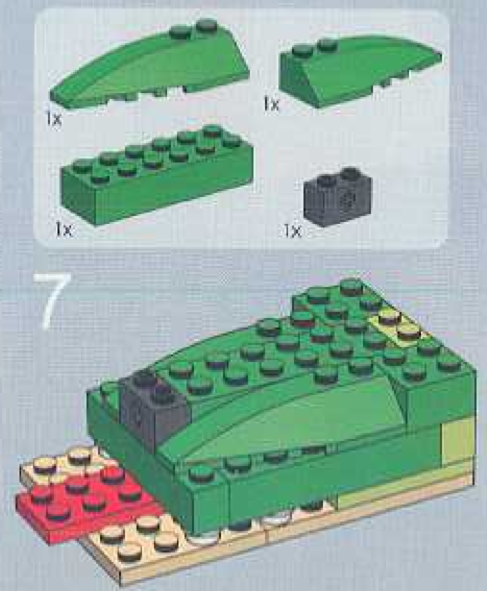
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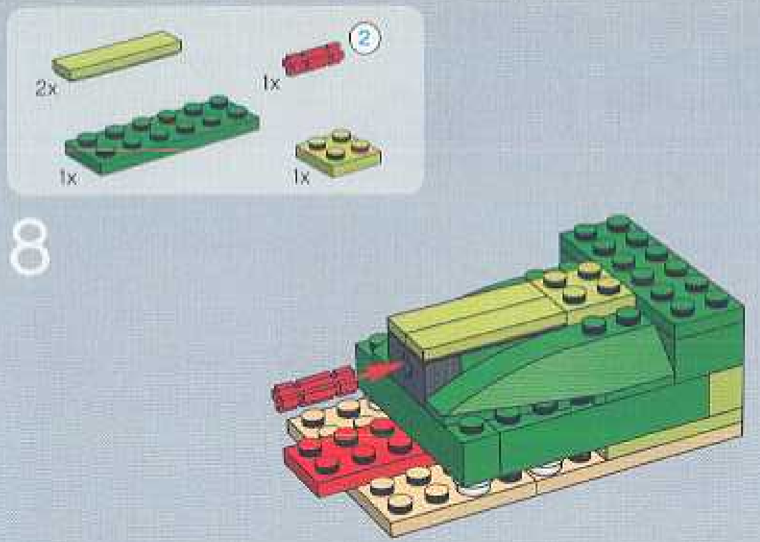
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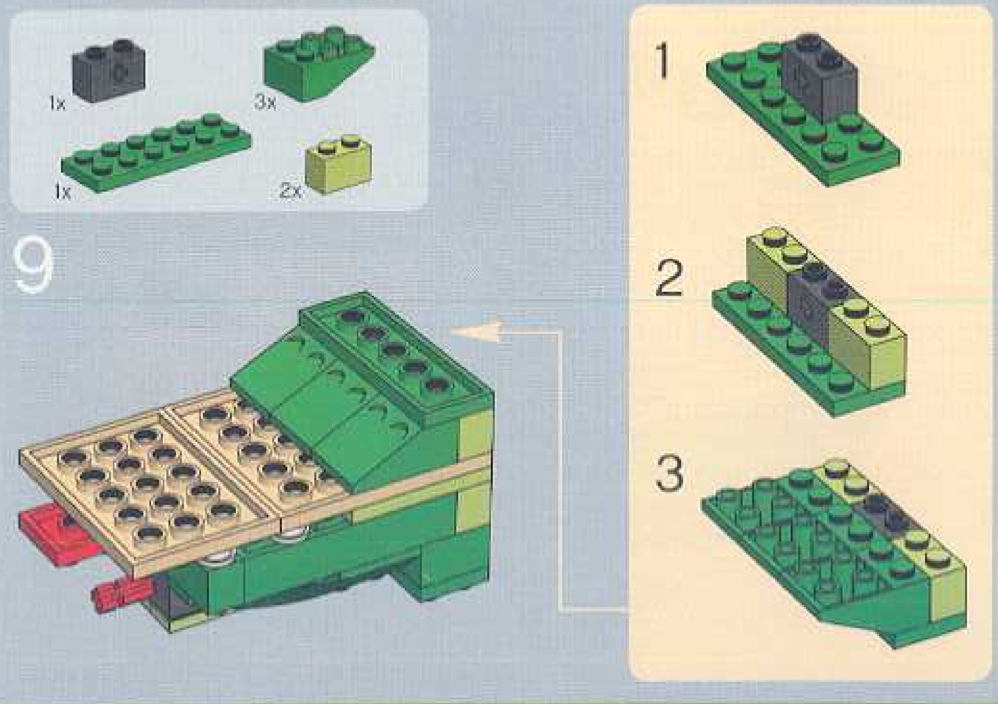


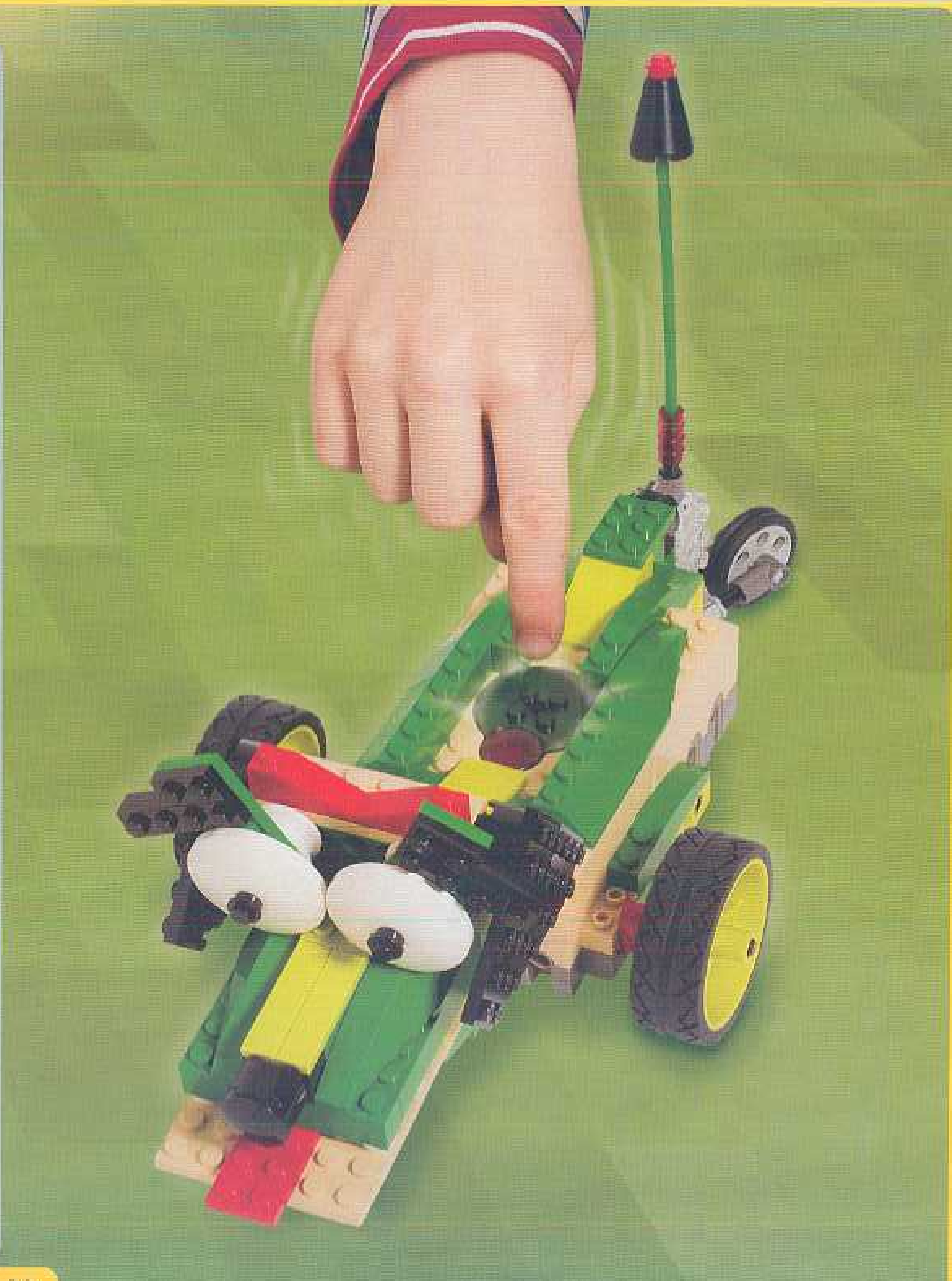
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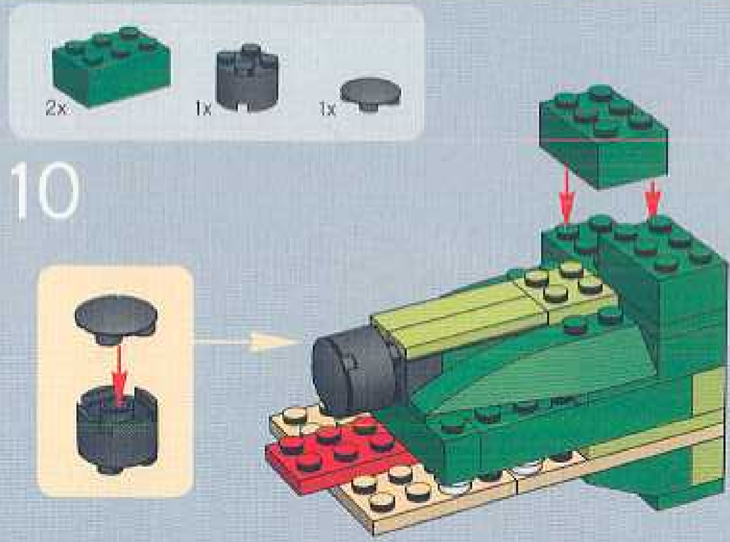

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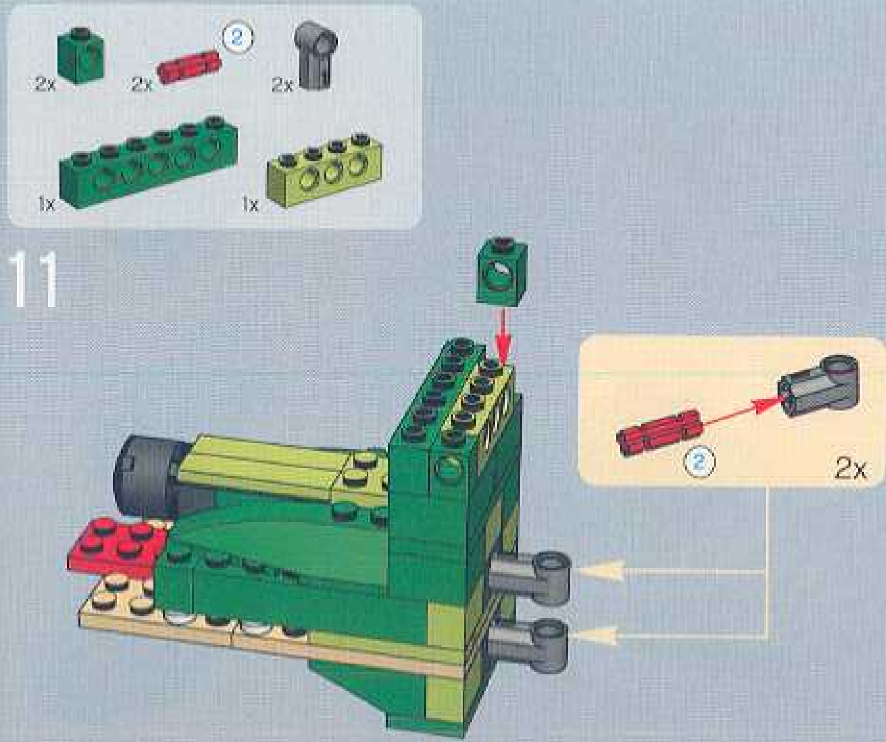




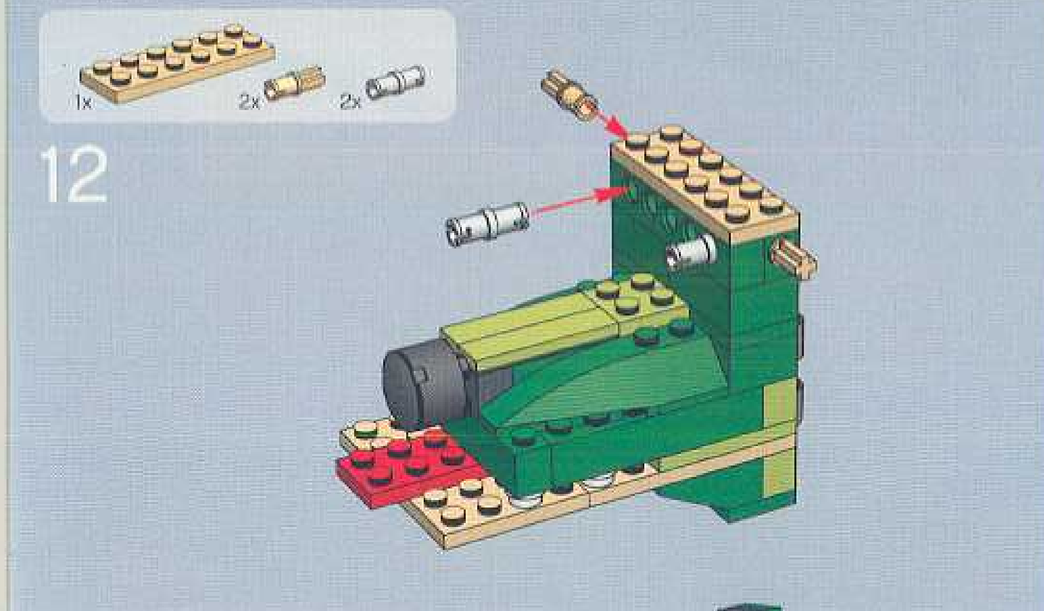


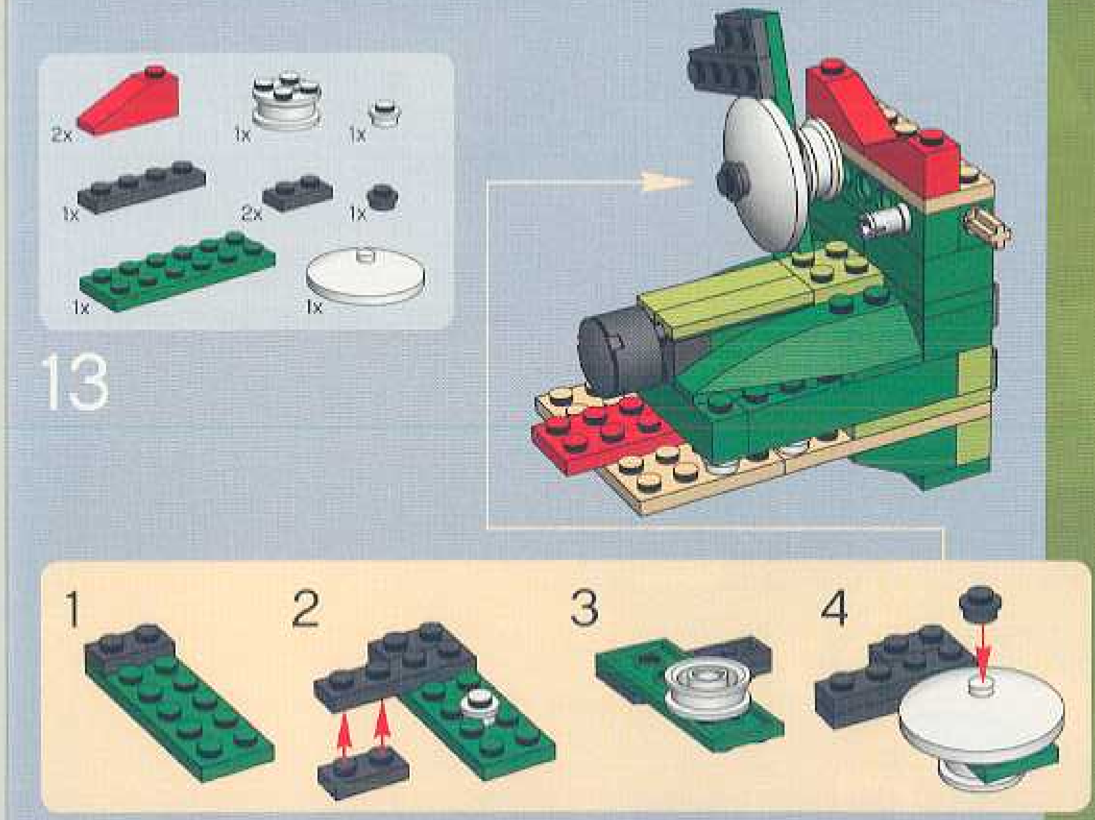


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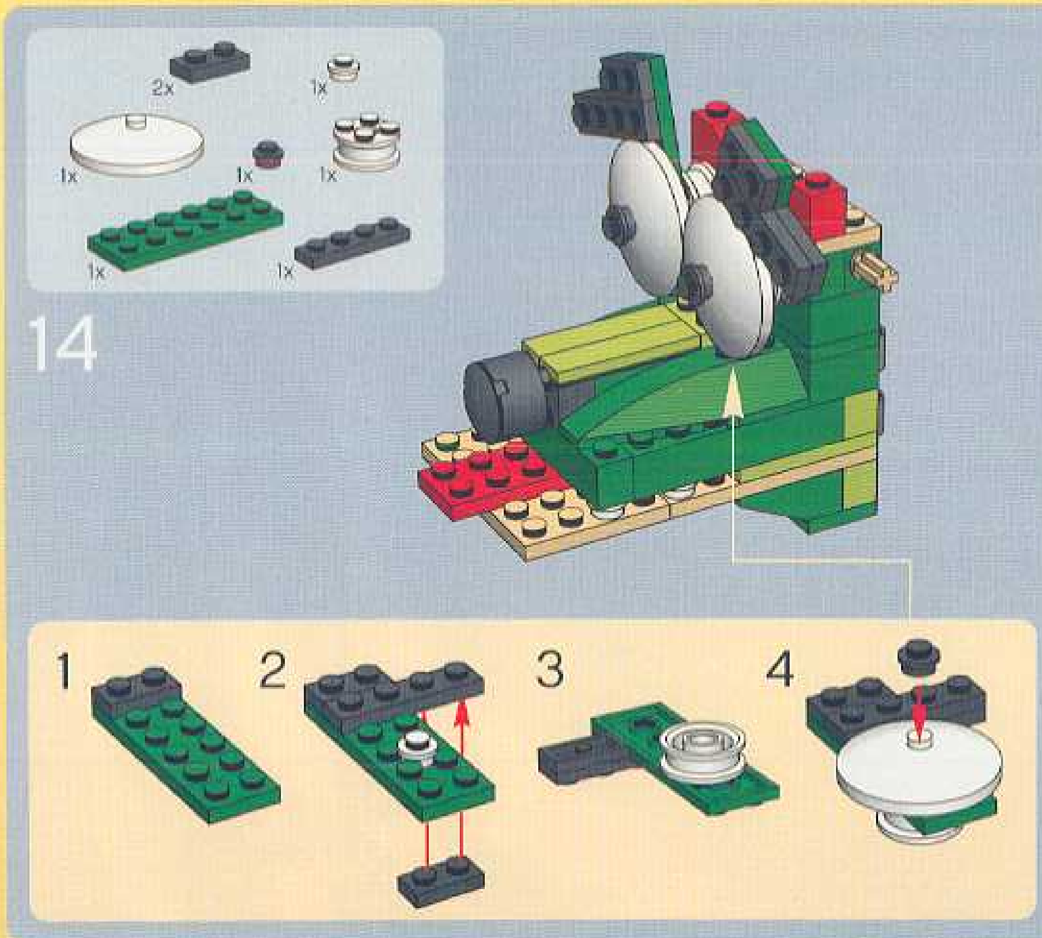
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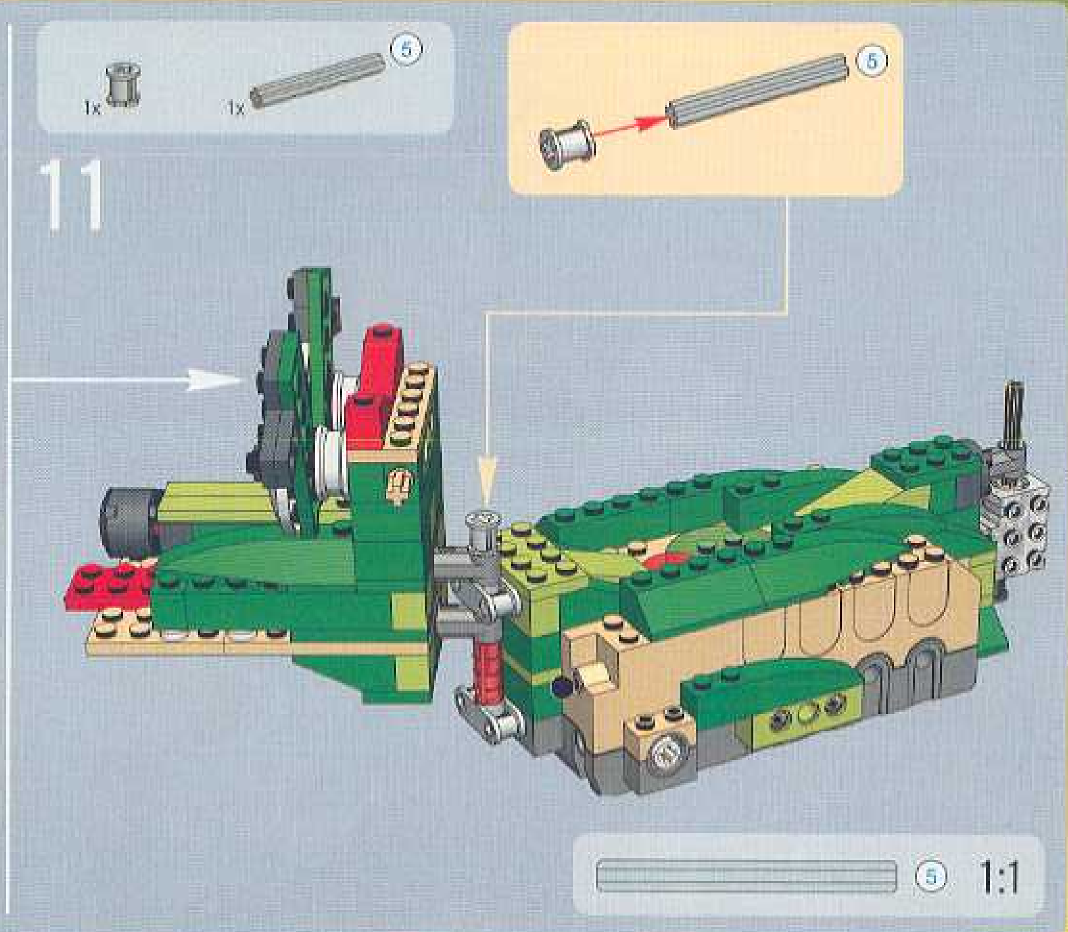

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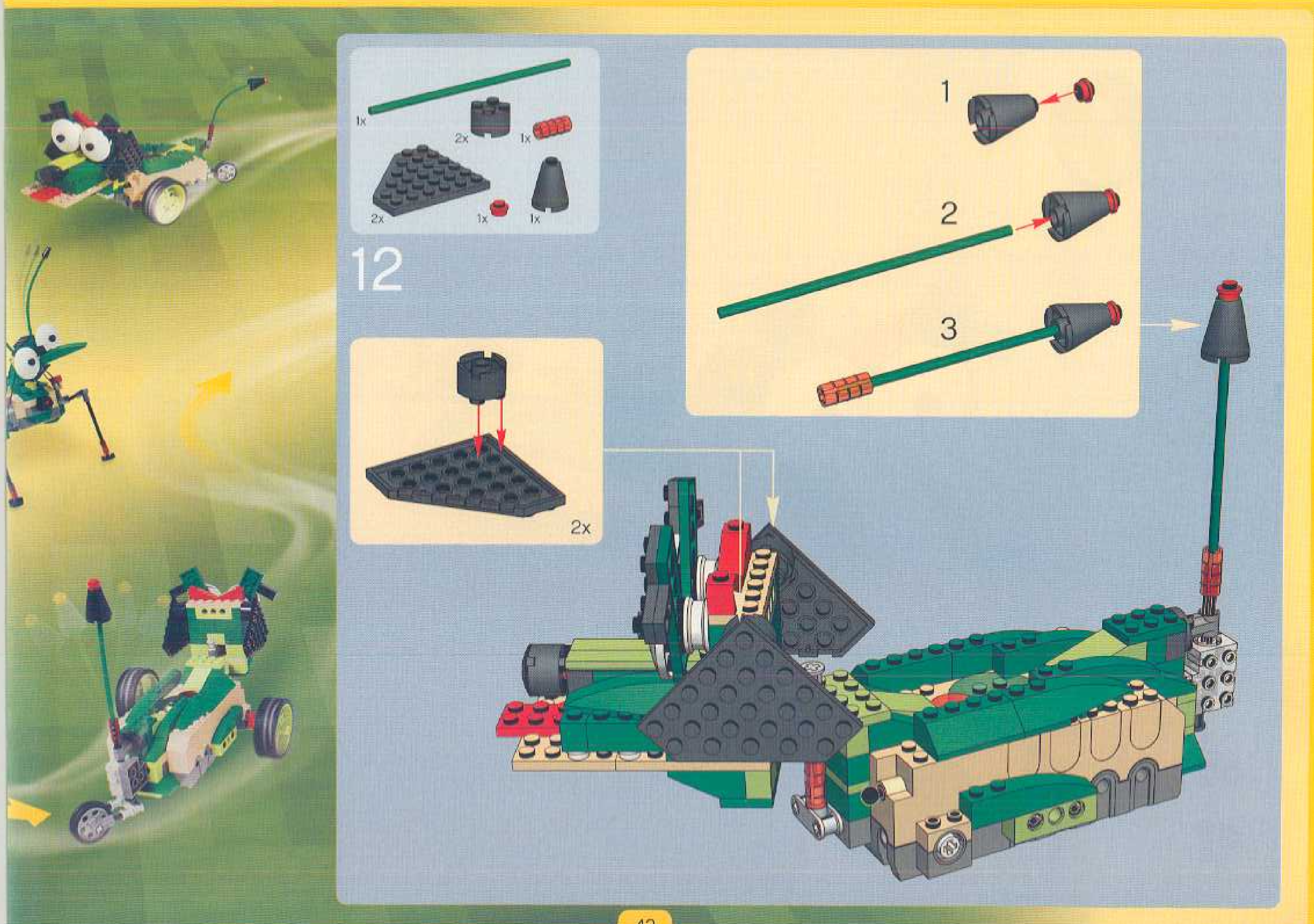
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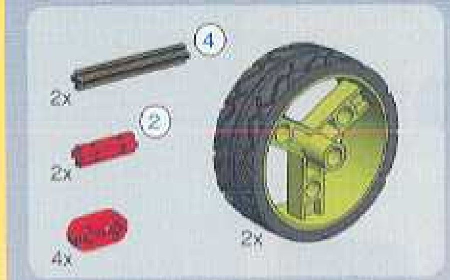
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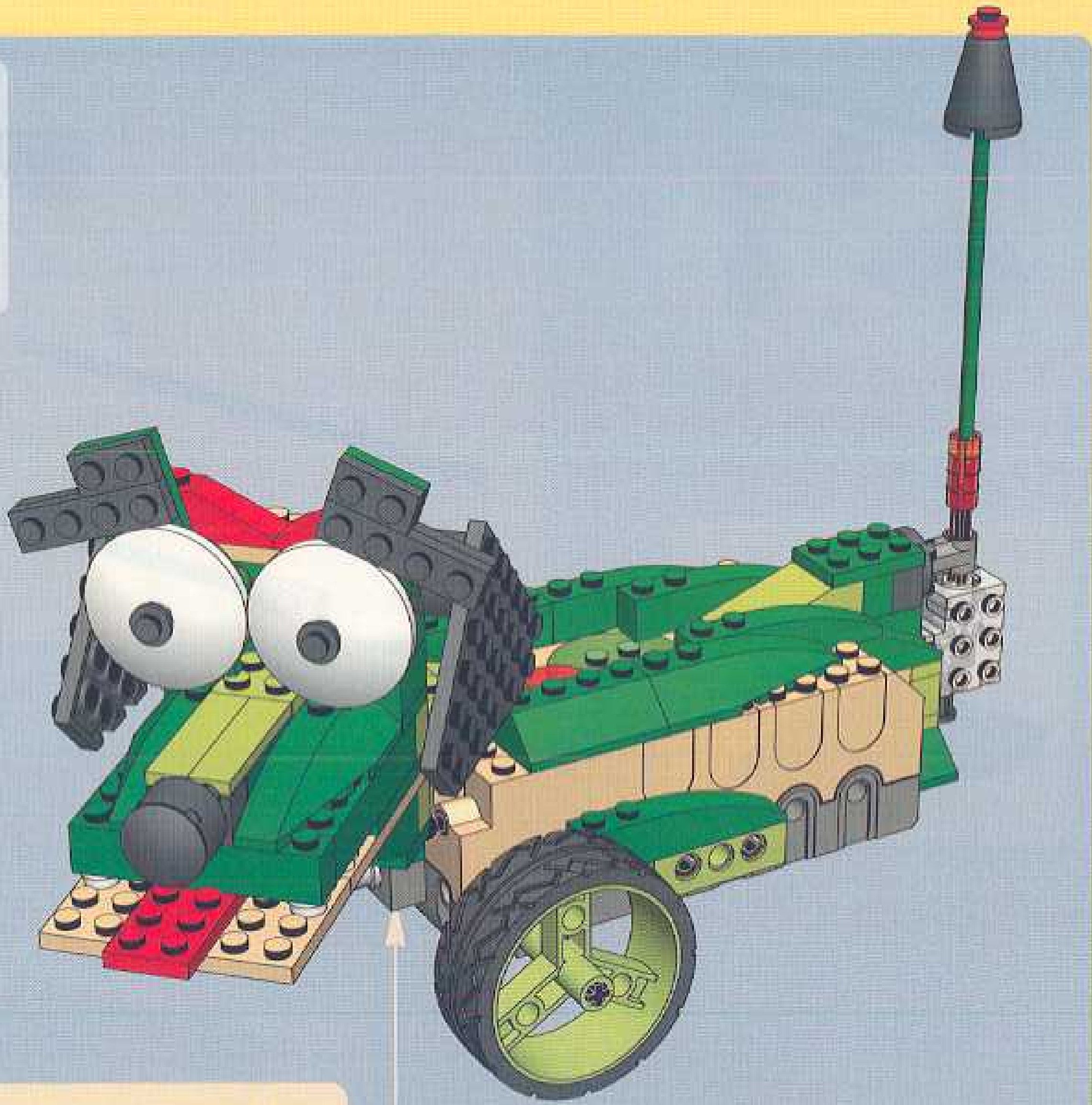


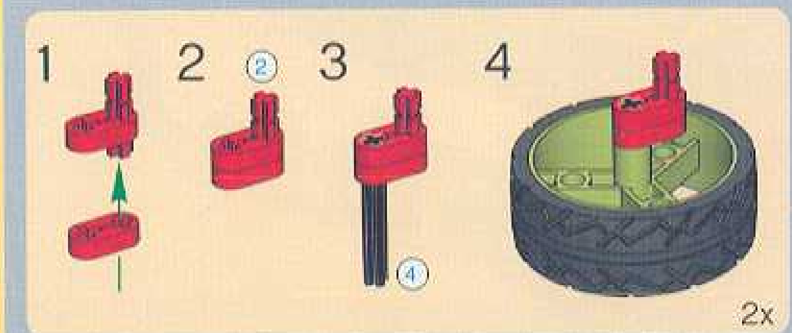


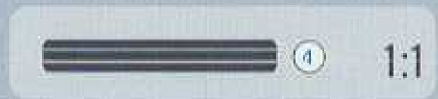
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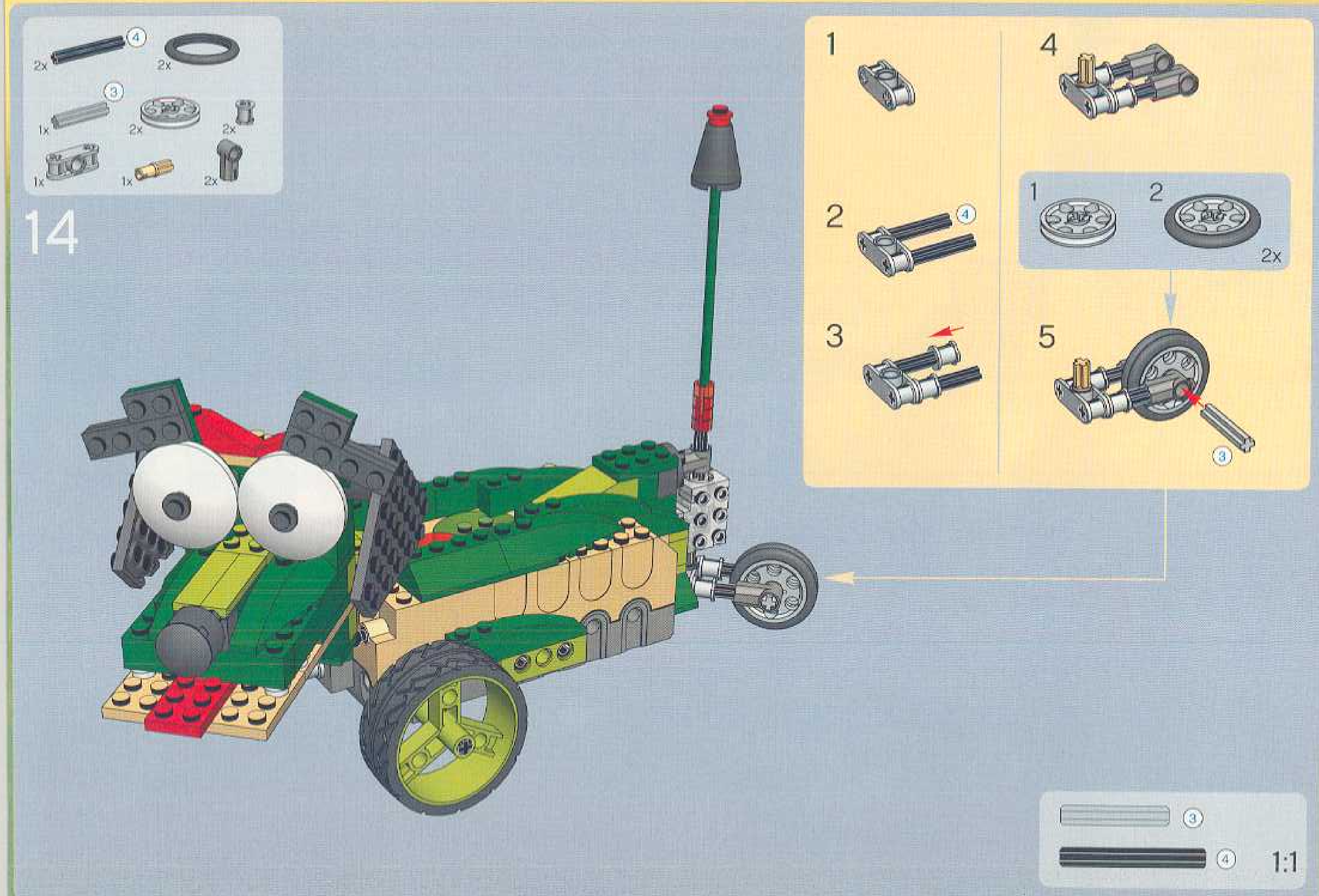








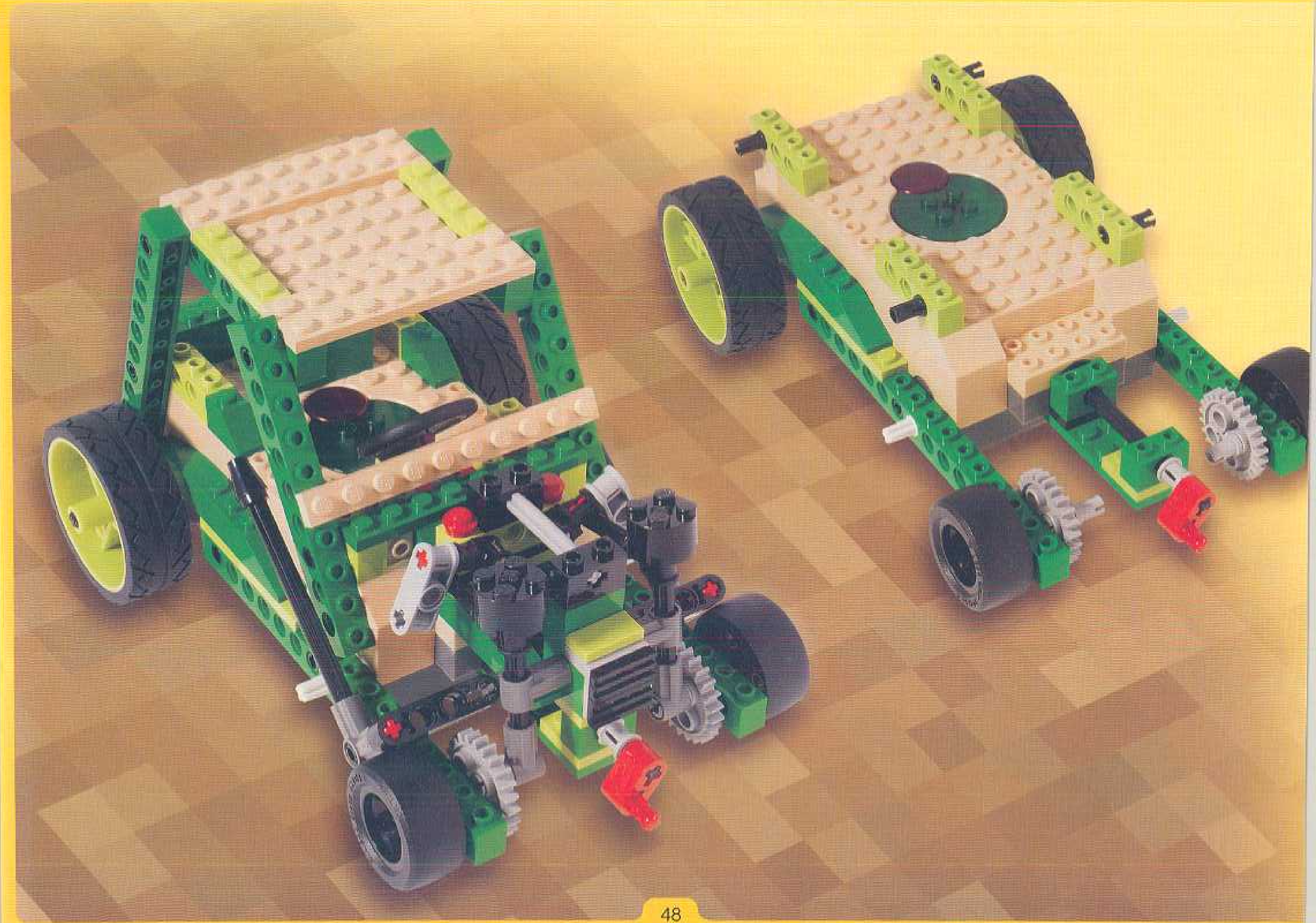




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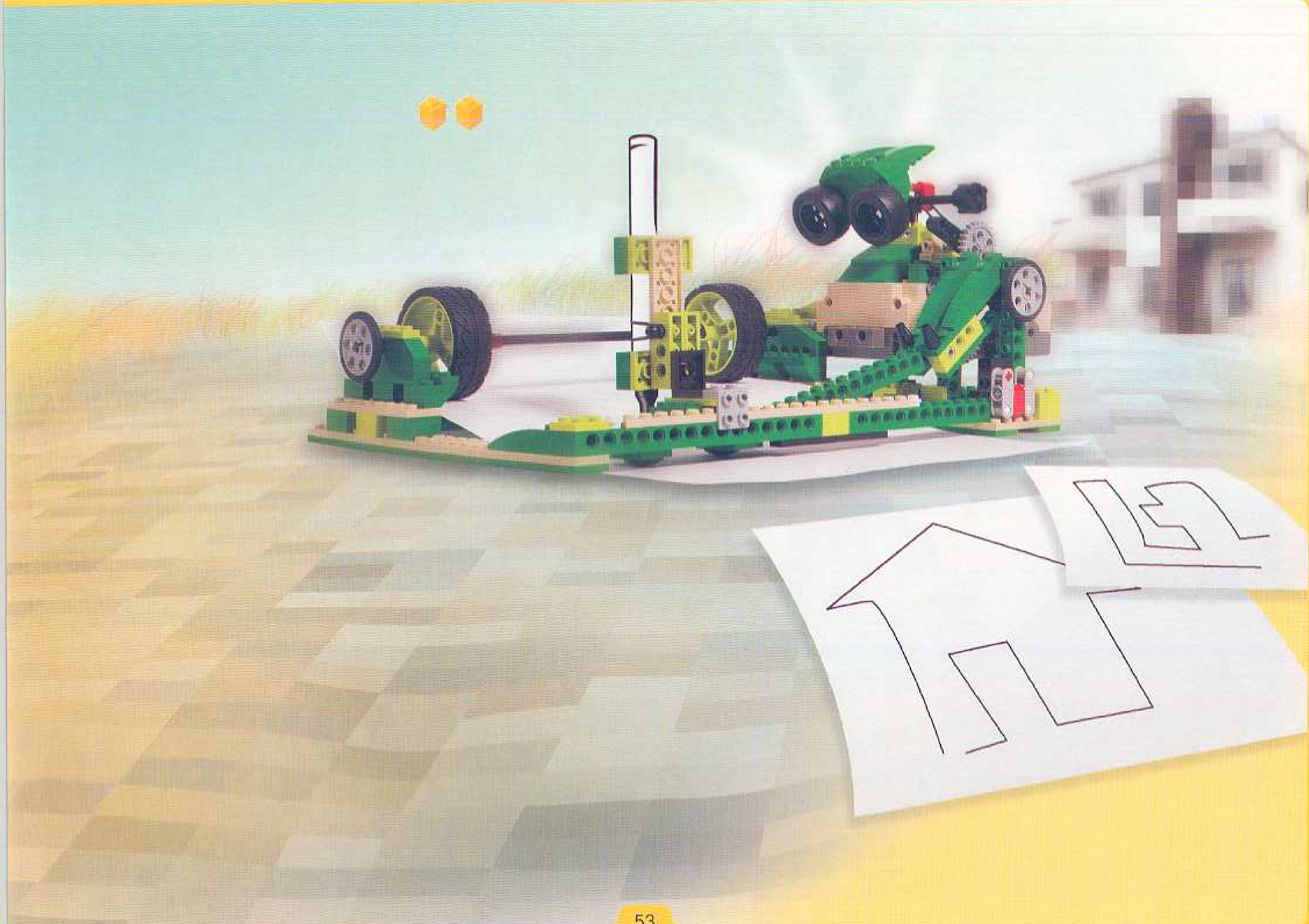


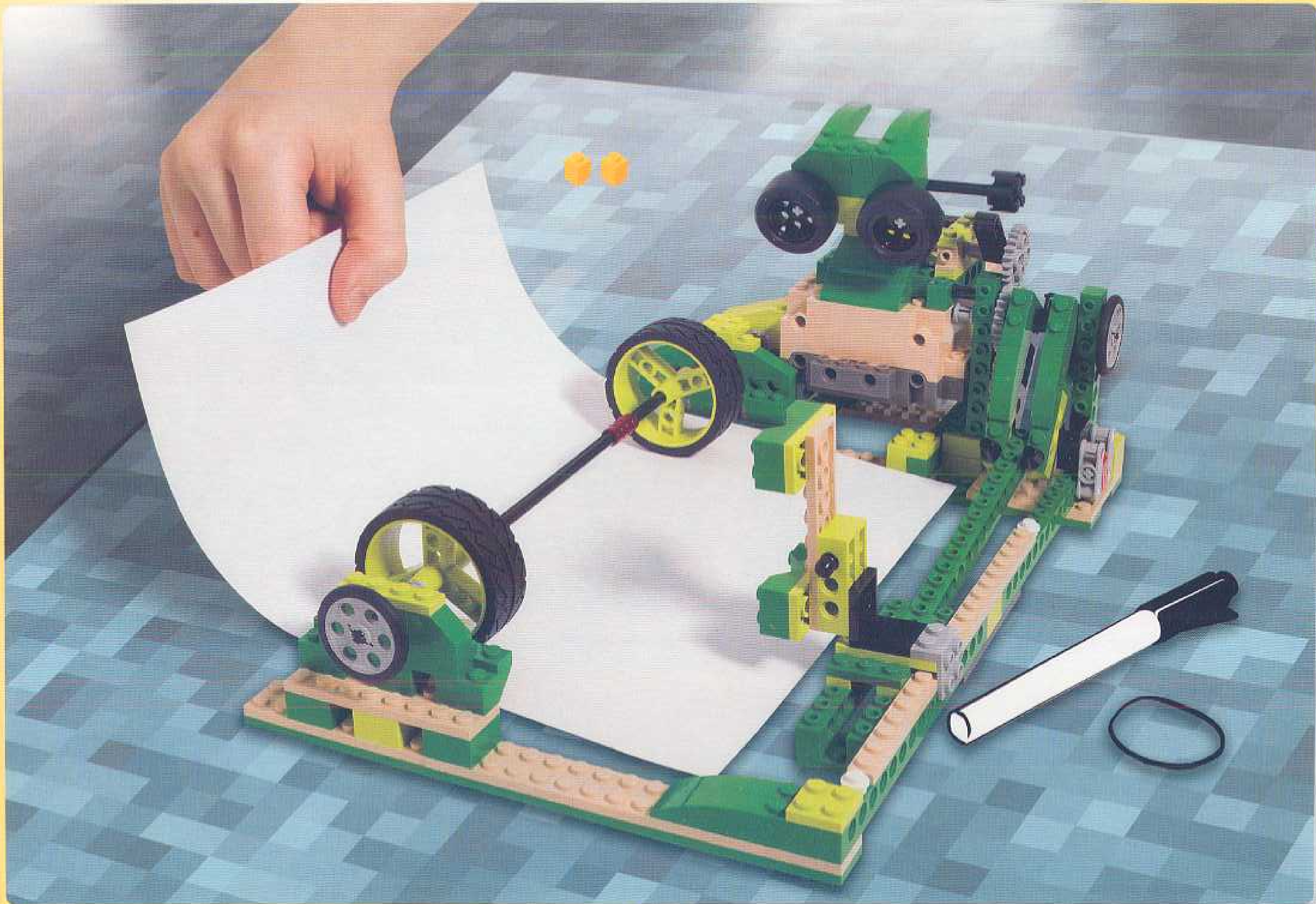






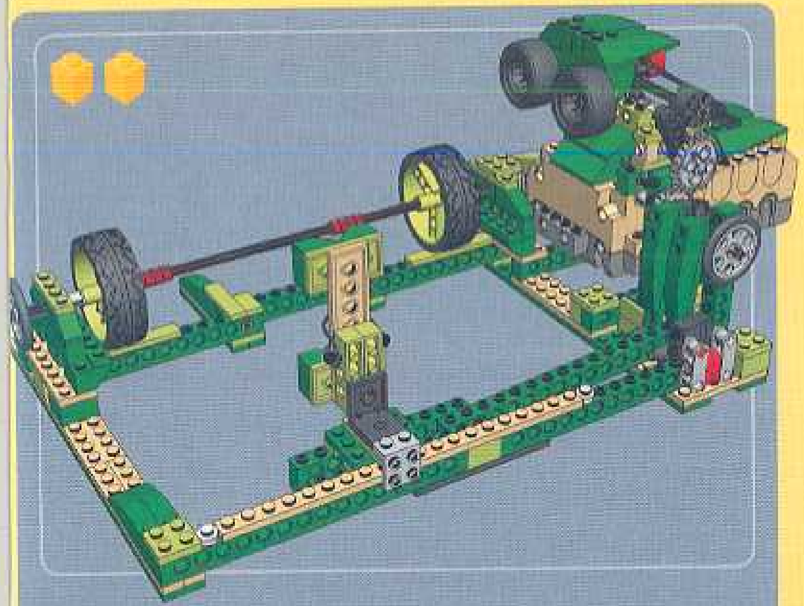


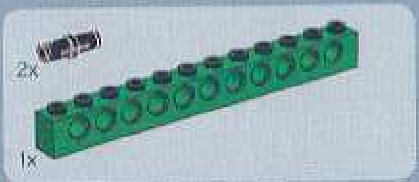




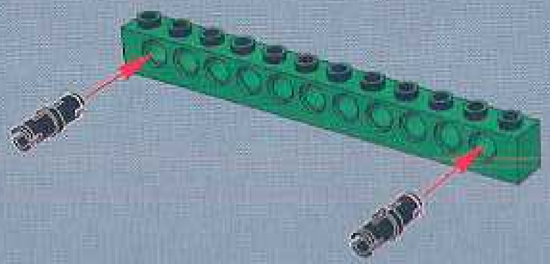


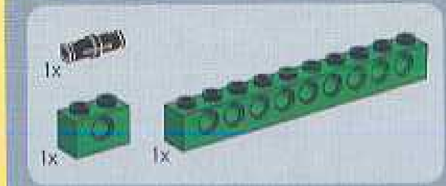




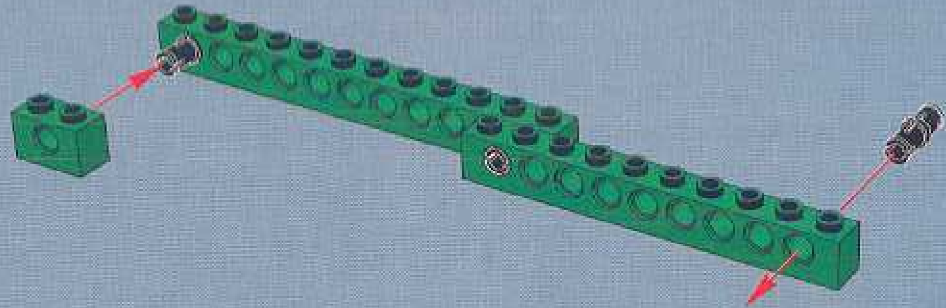


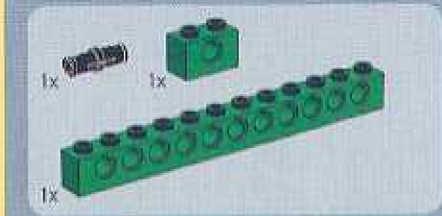
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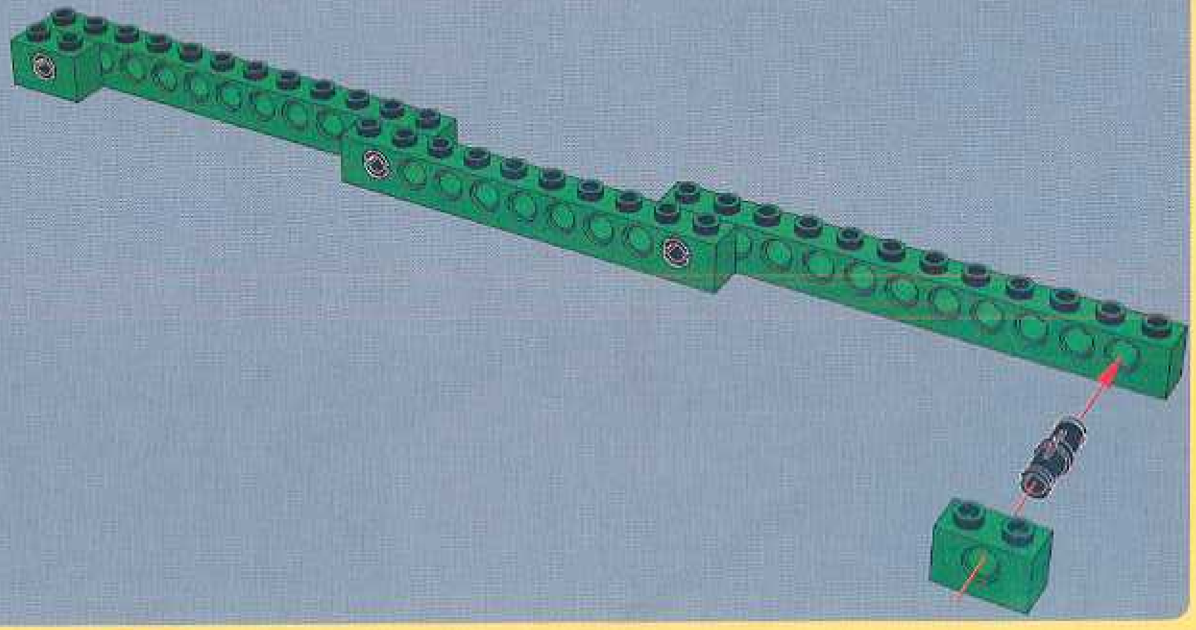


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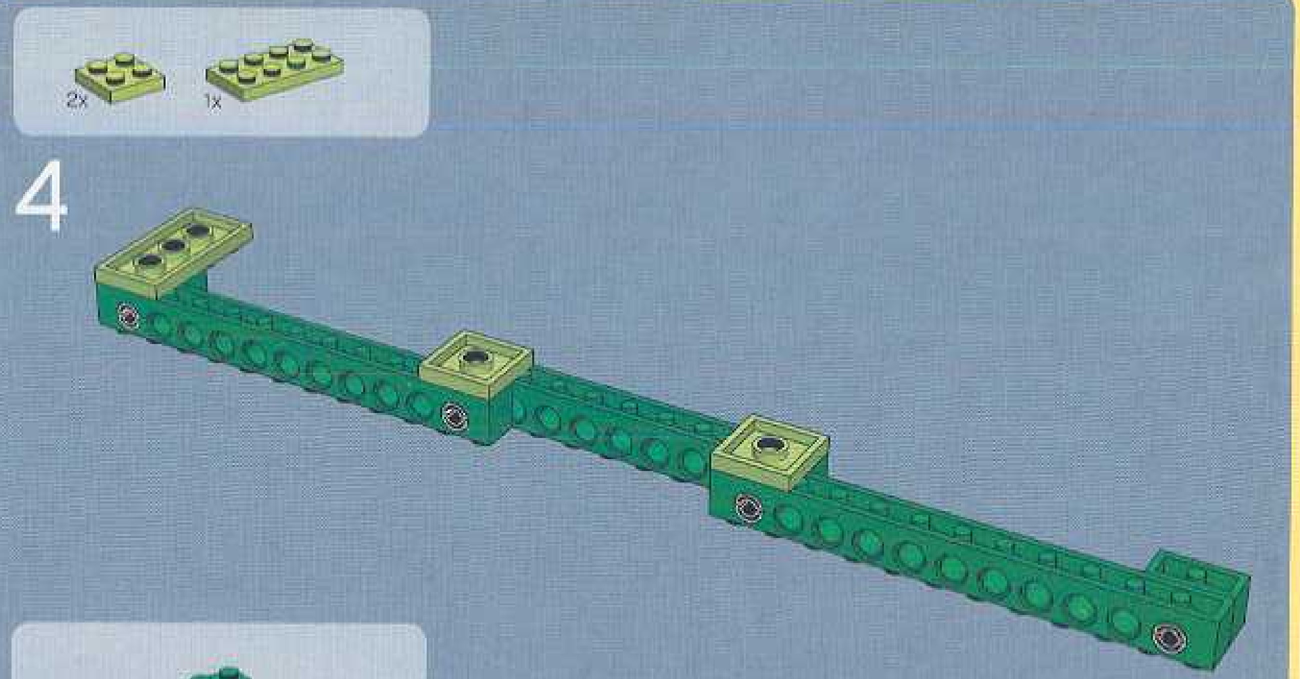




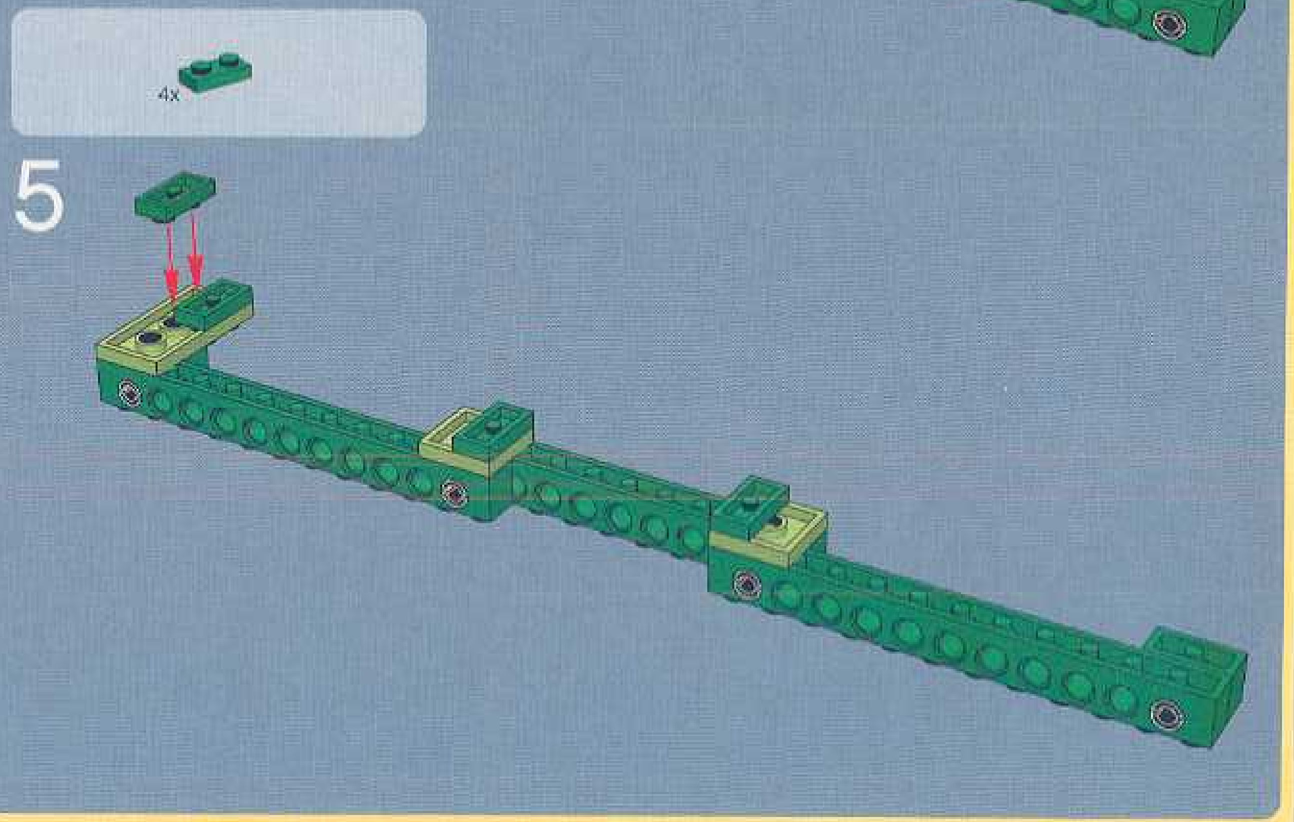
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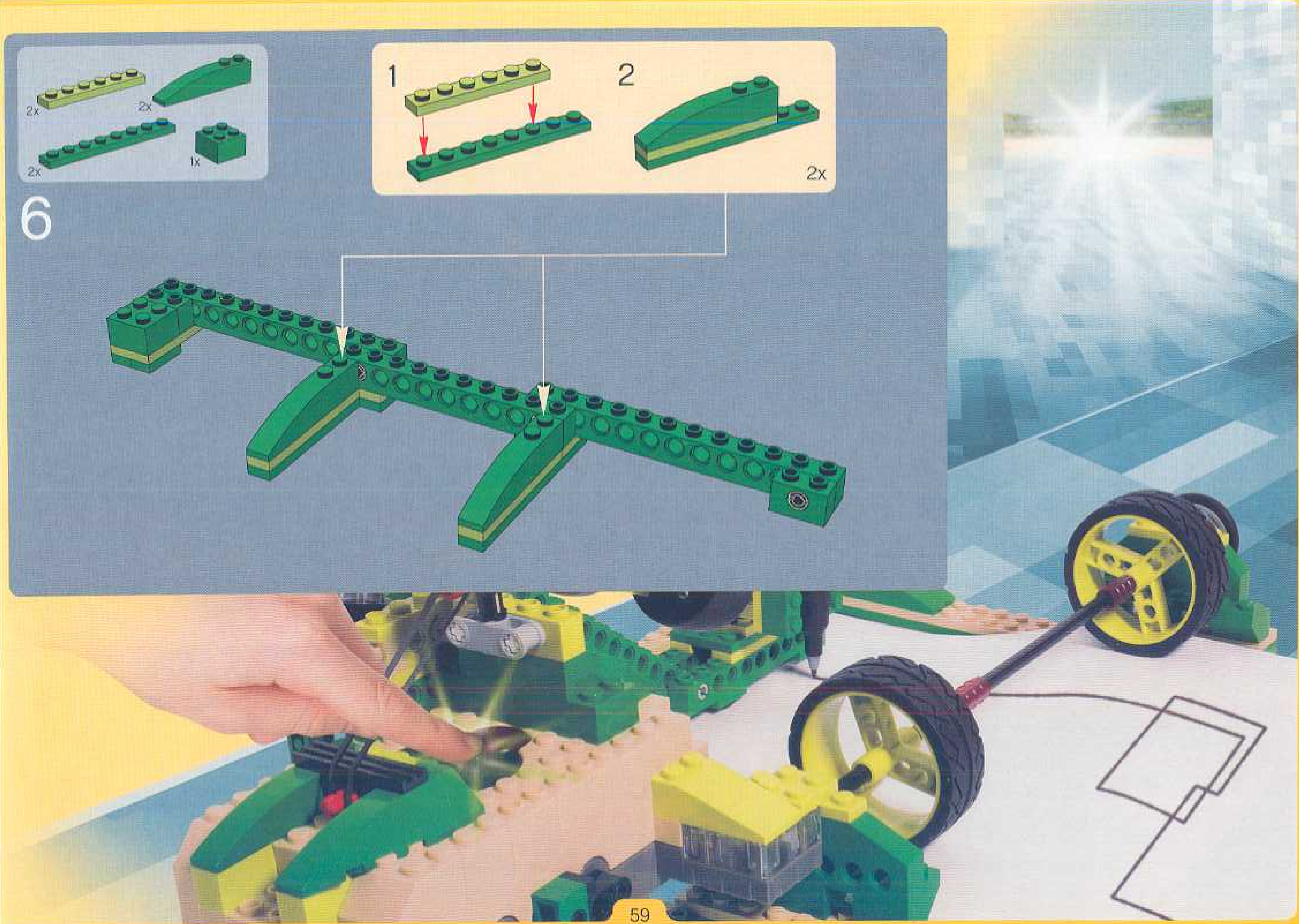




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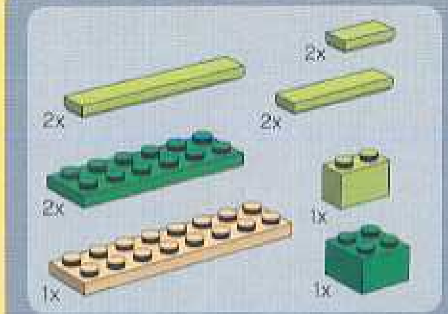


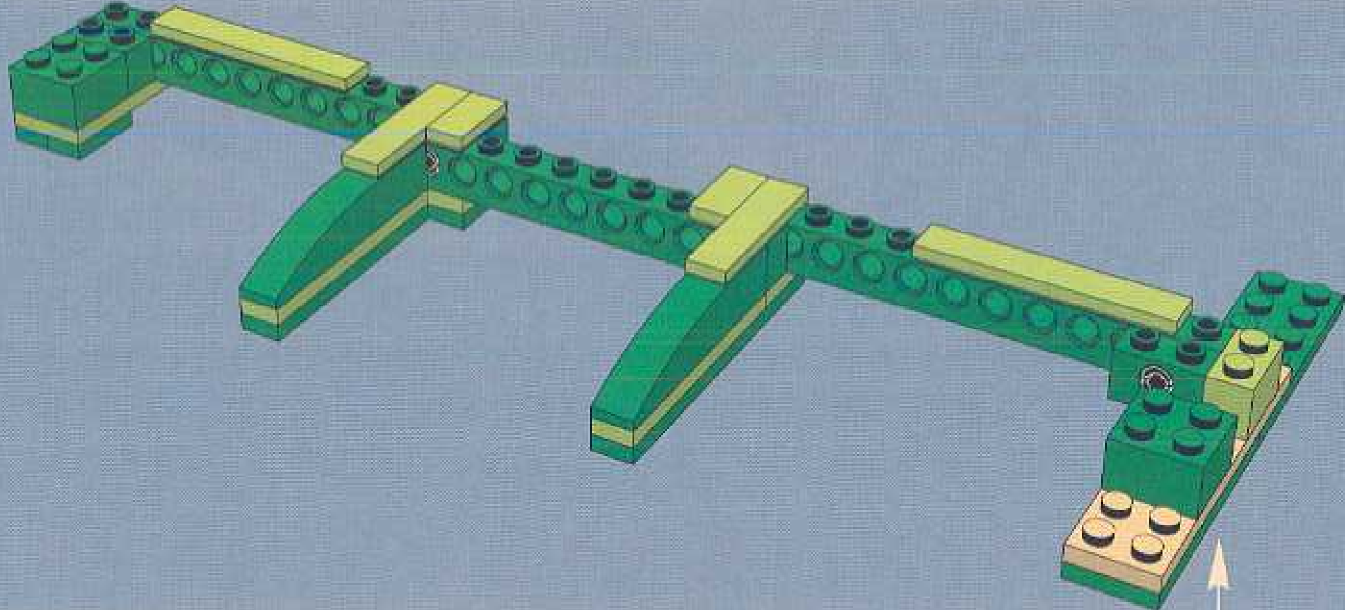
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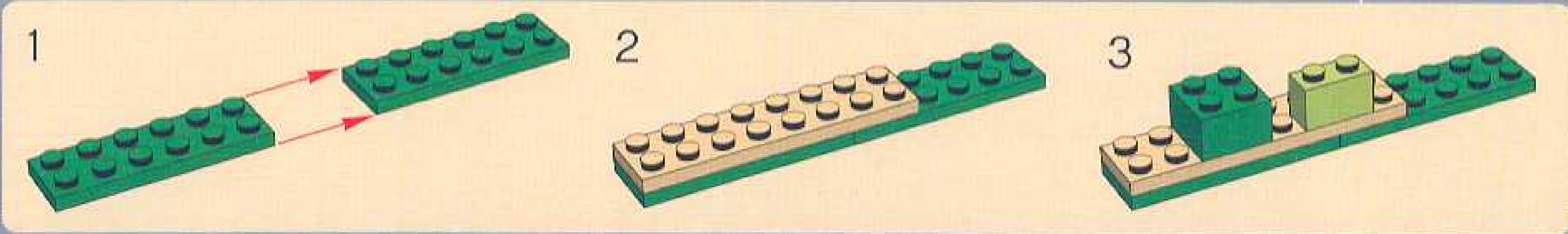


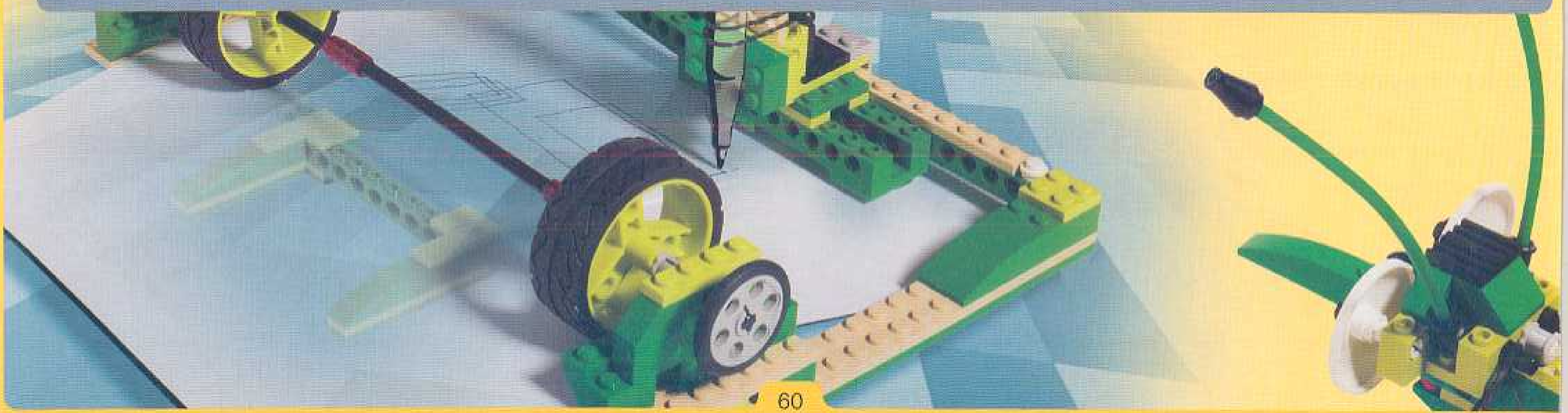
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2x

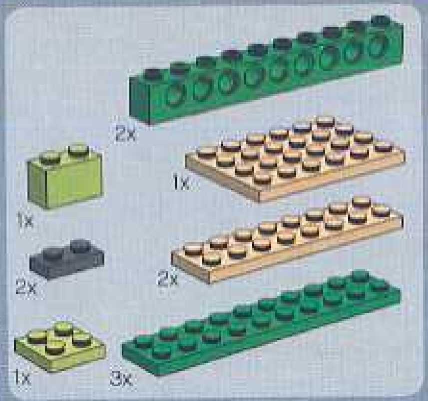
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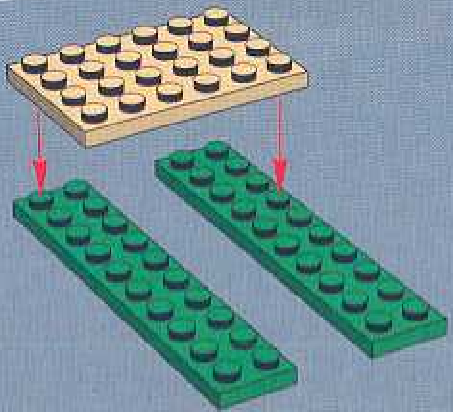




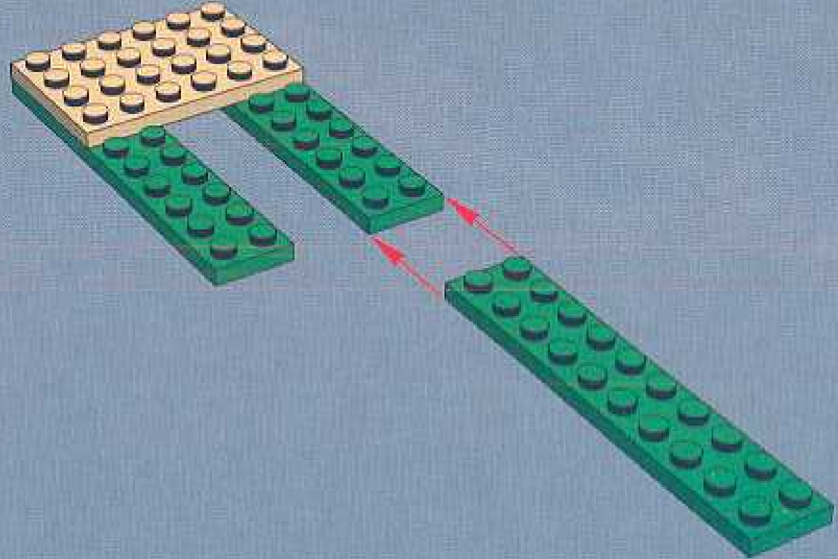


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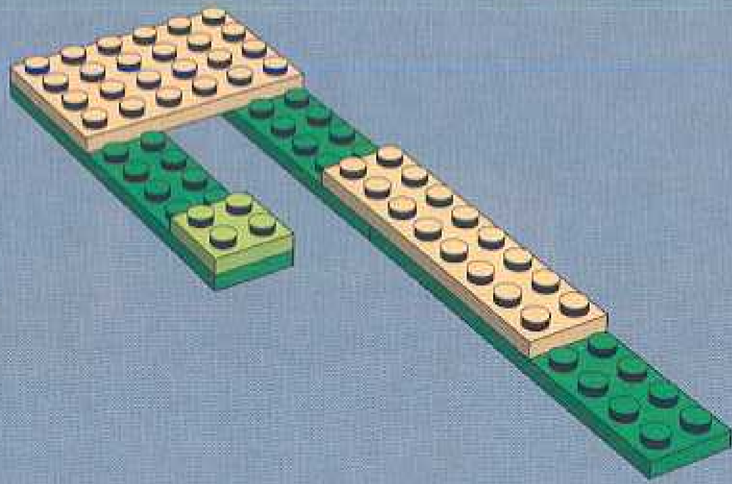
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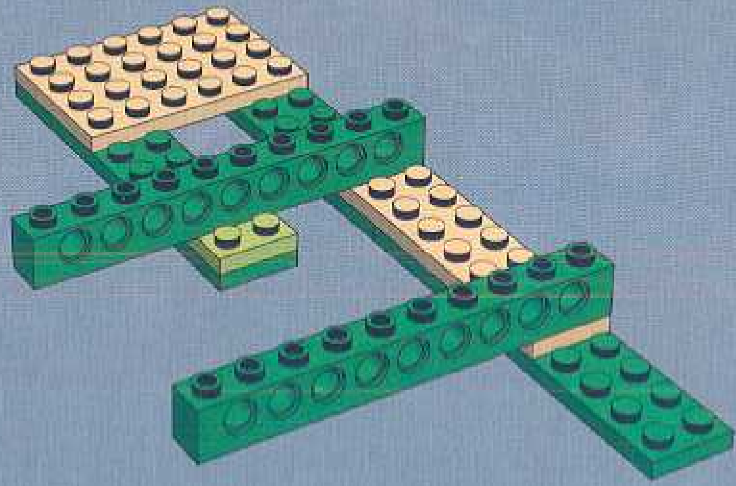
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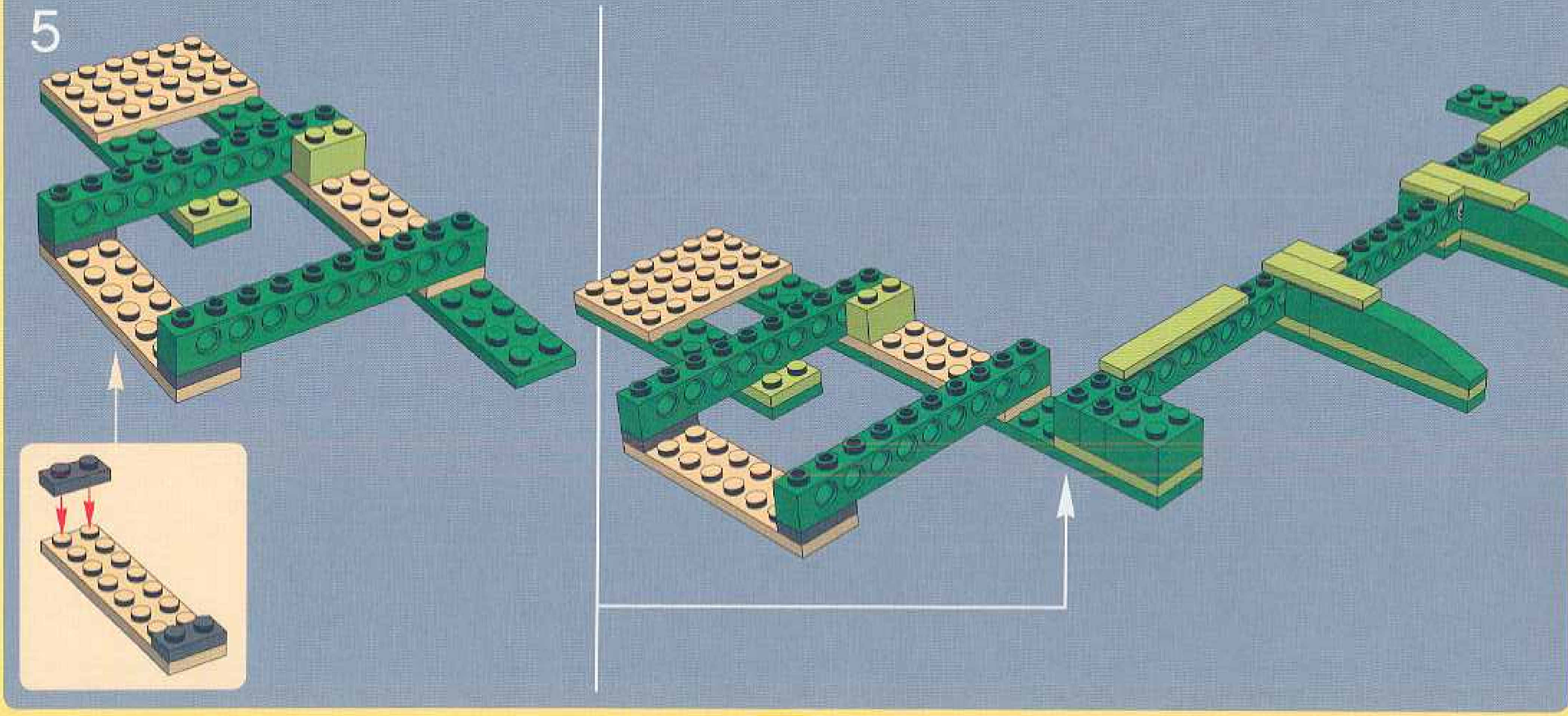


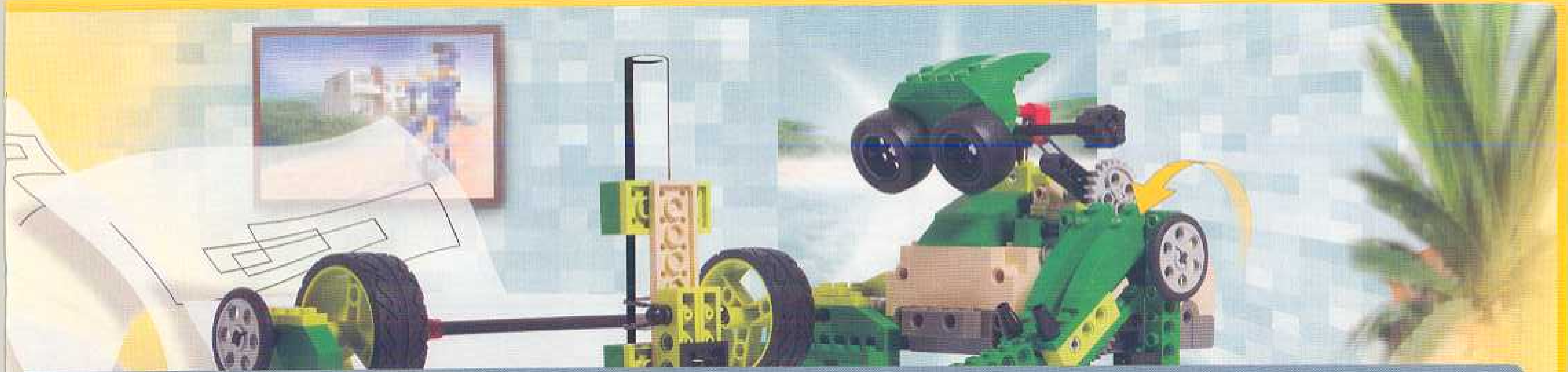
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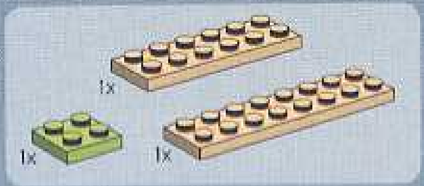


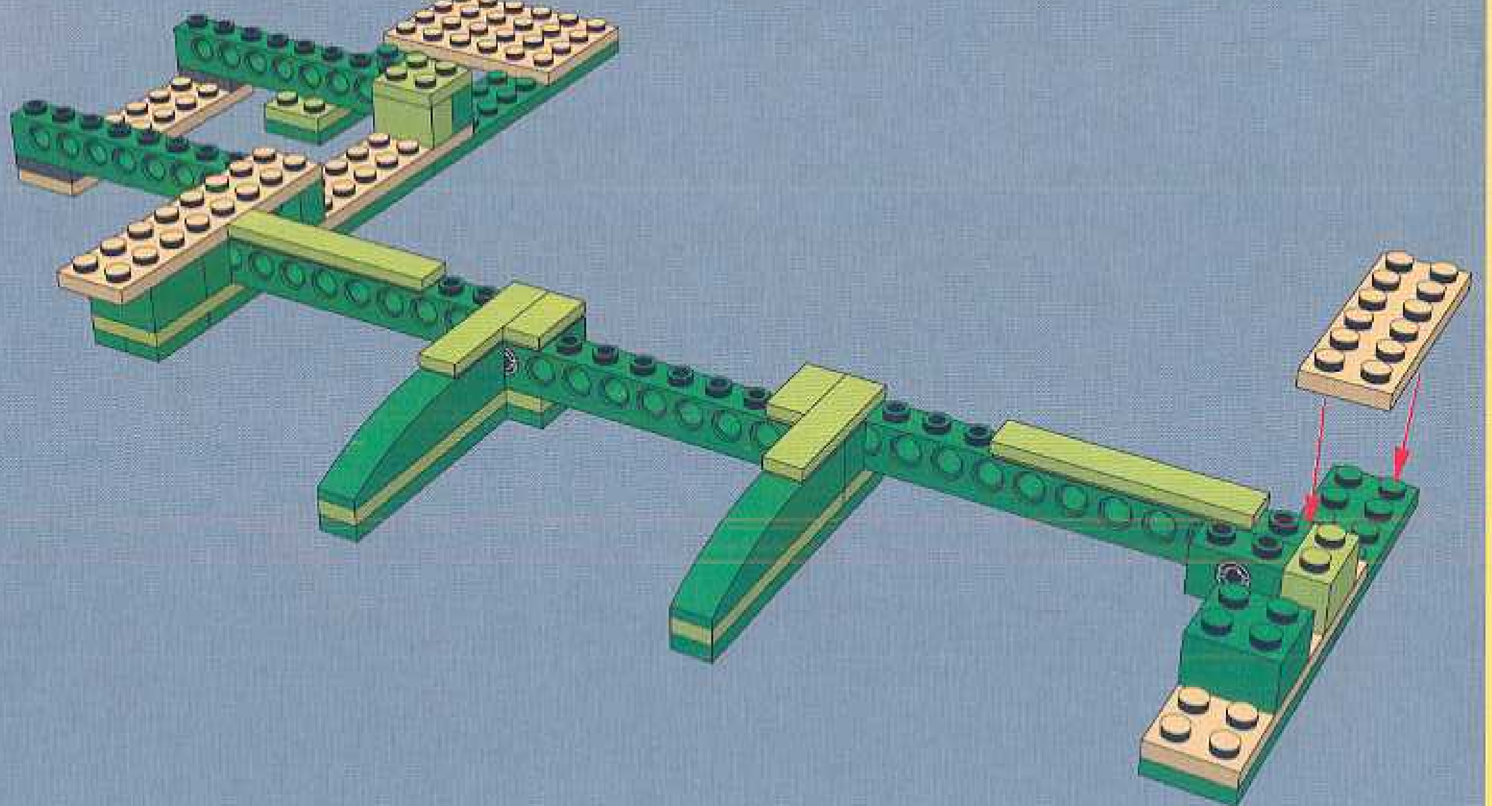
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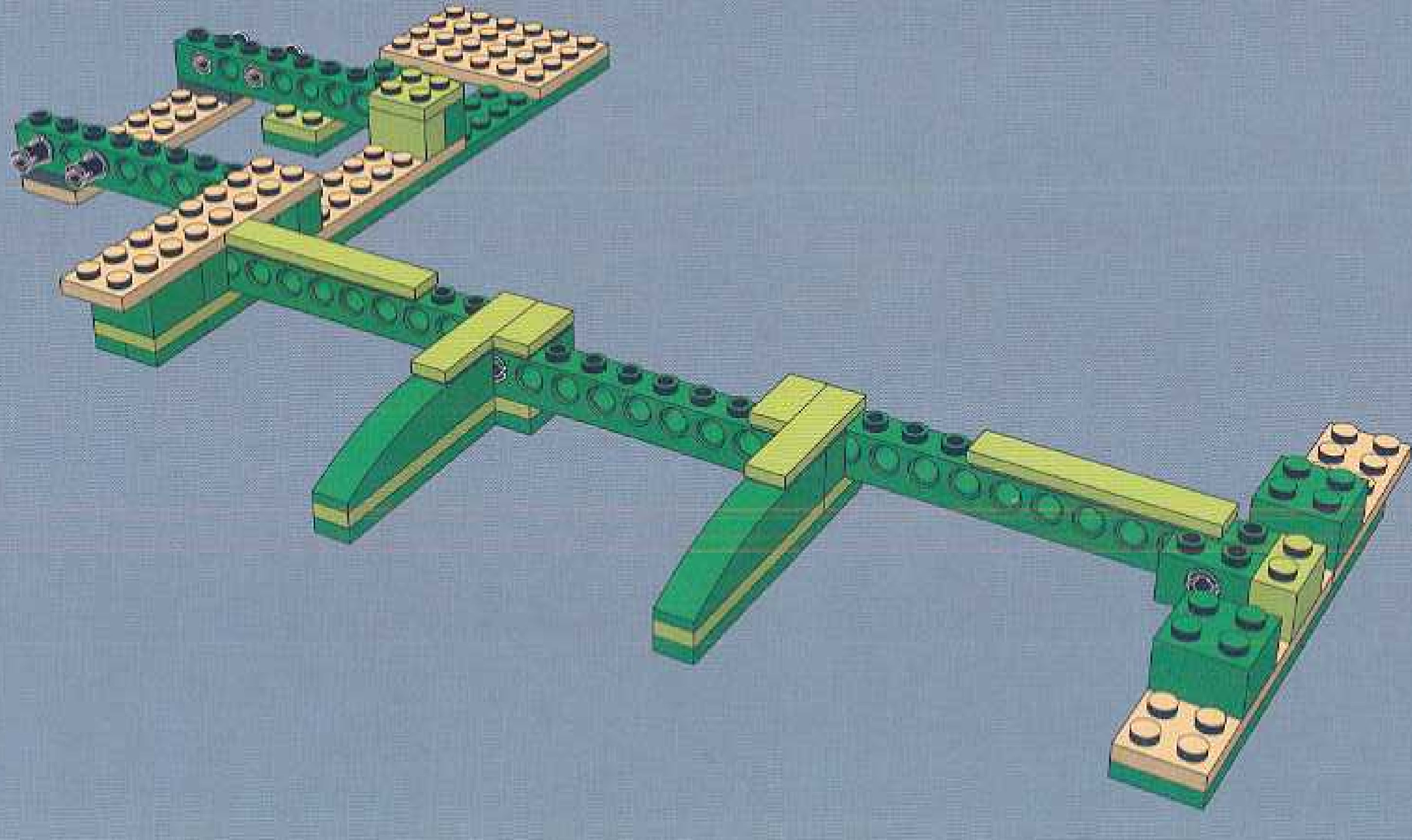


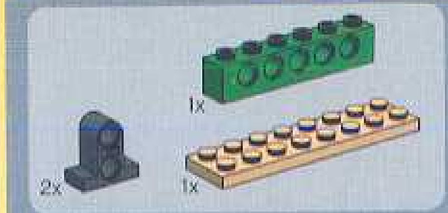




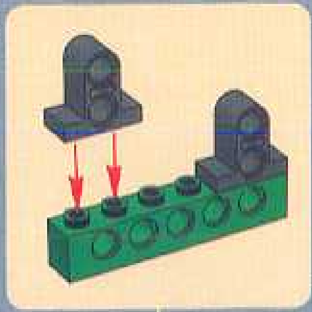


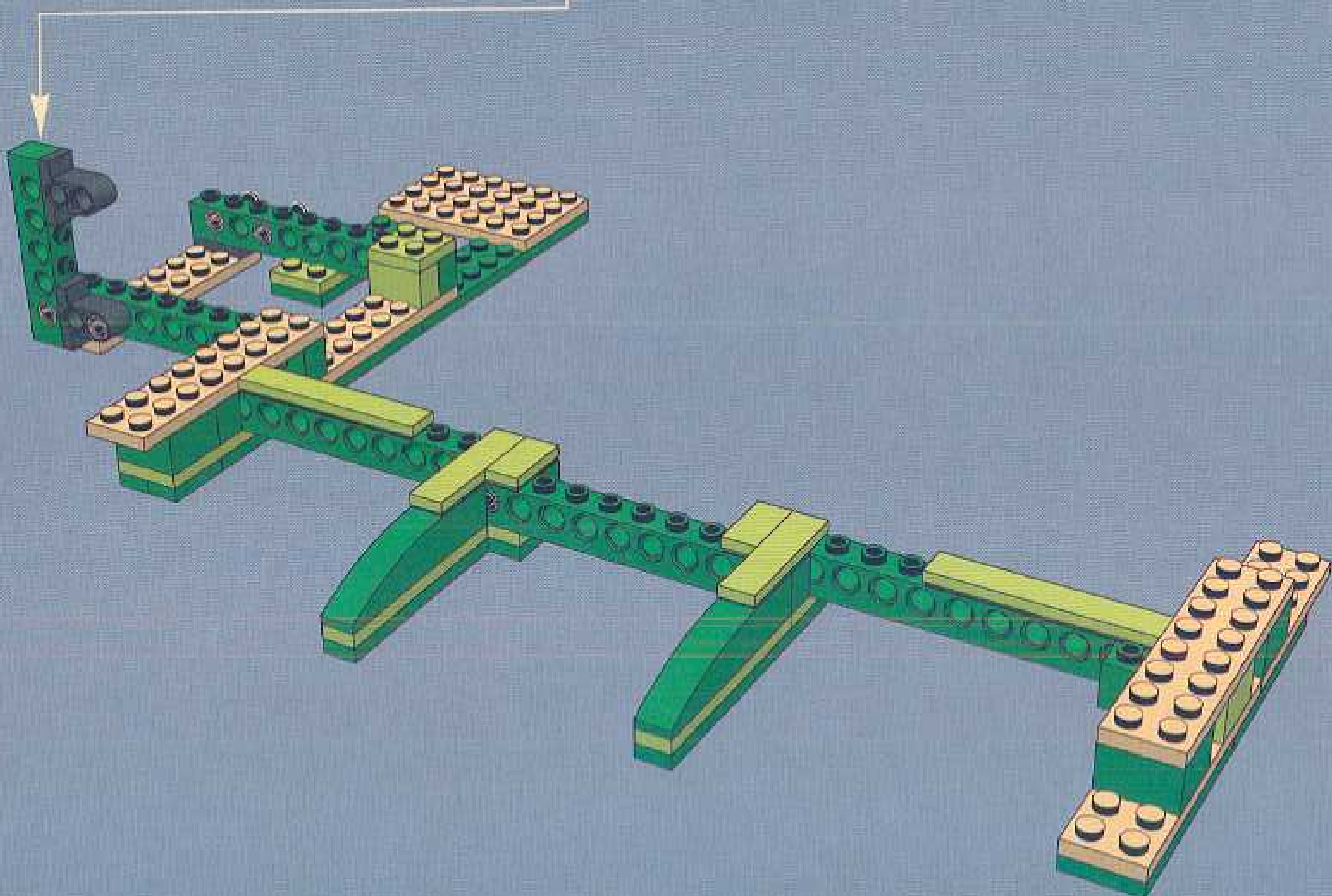
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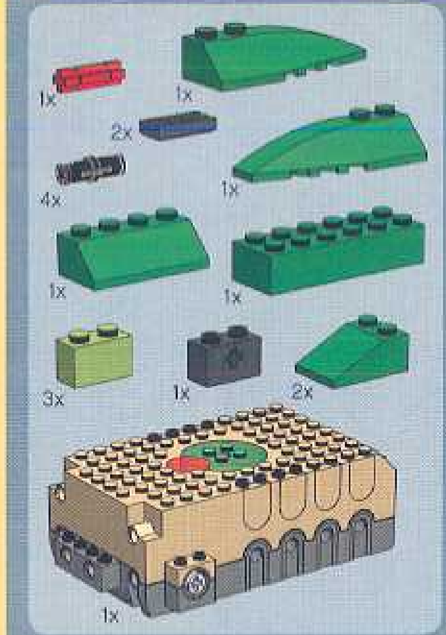


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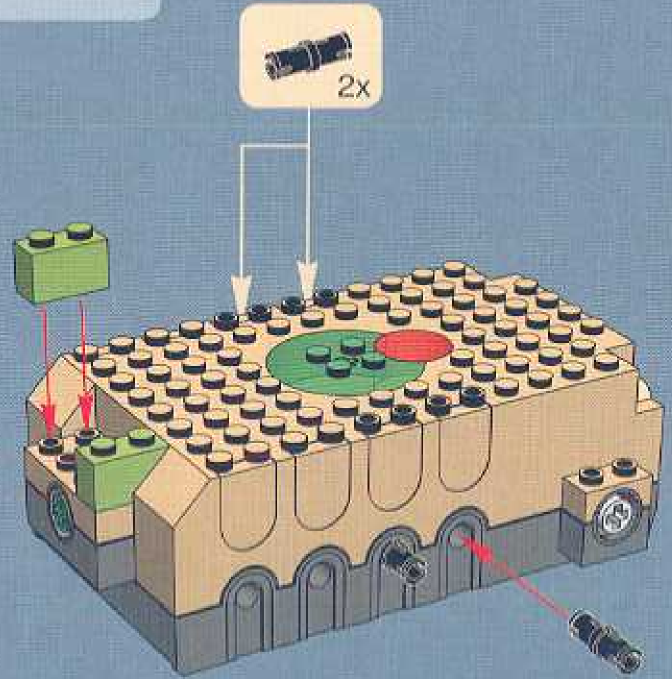




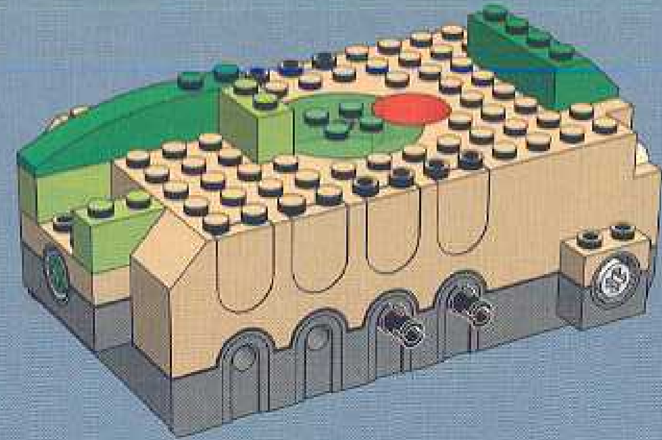


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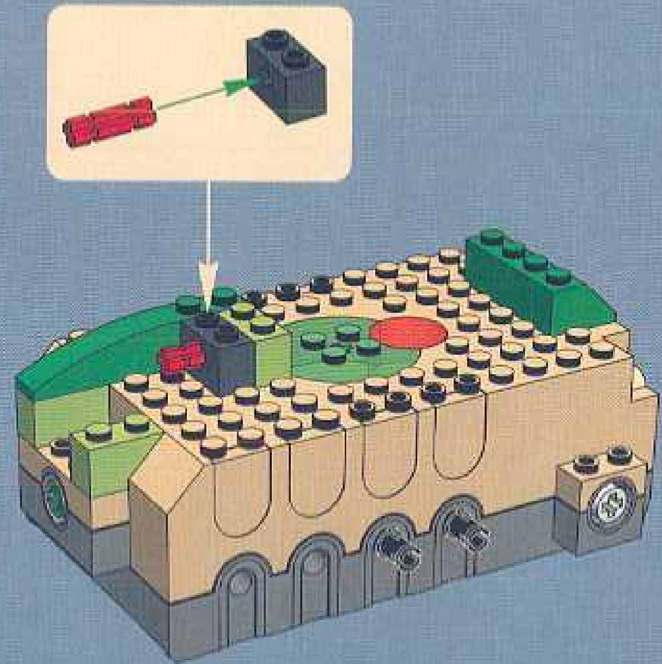
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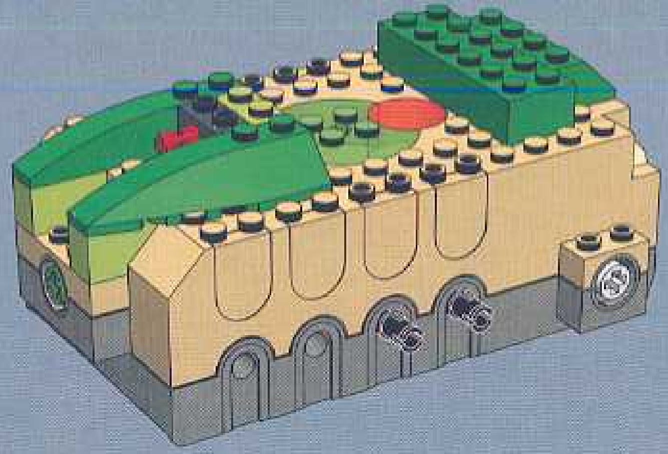
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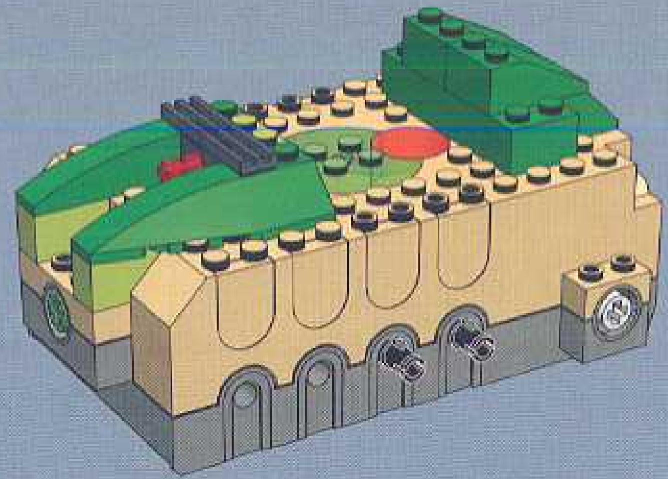
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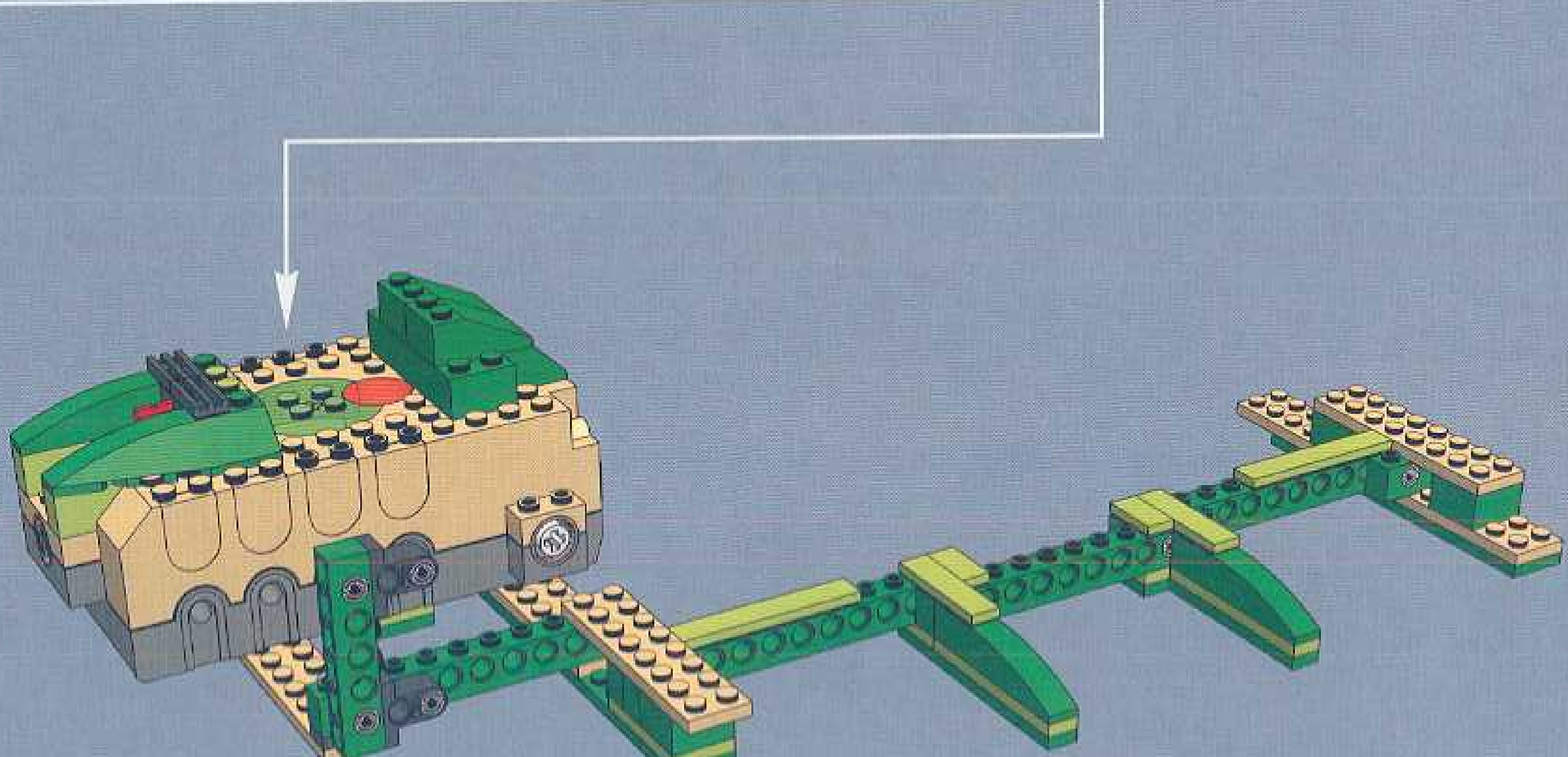


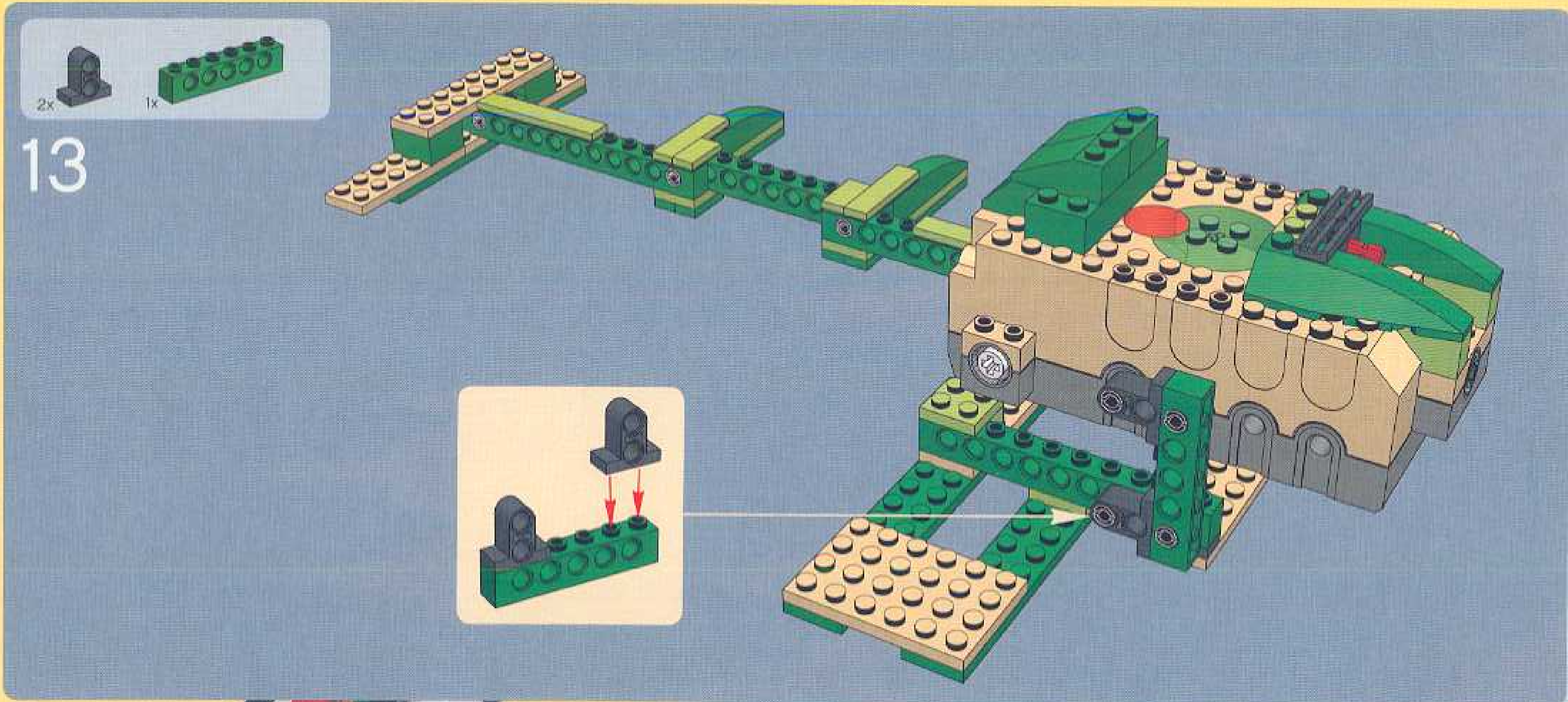
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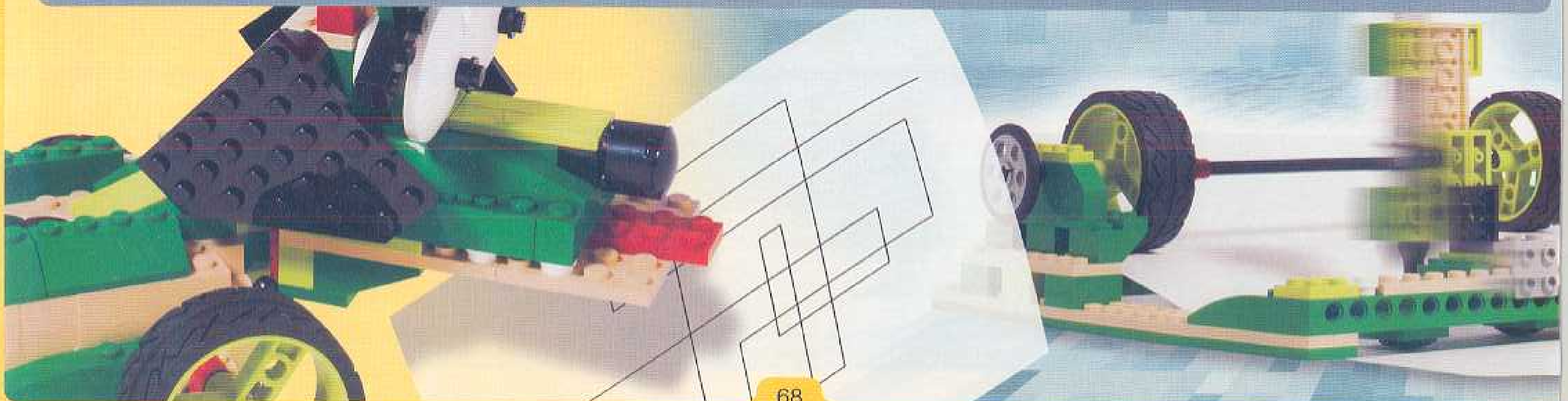


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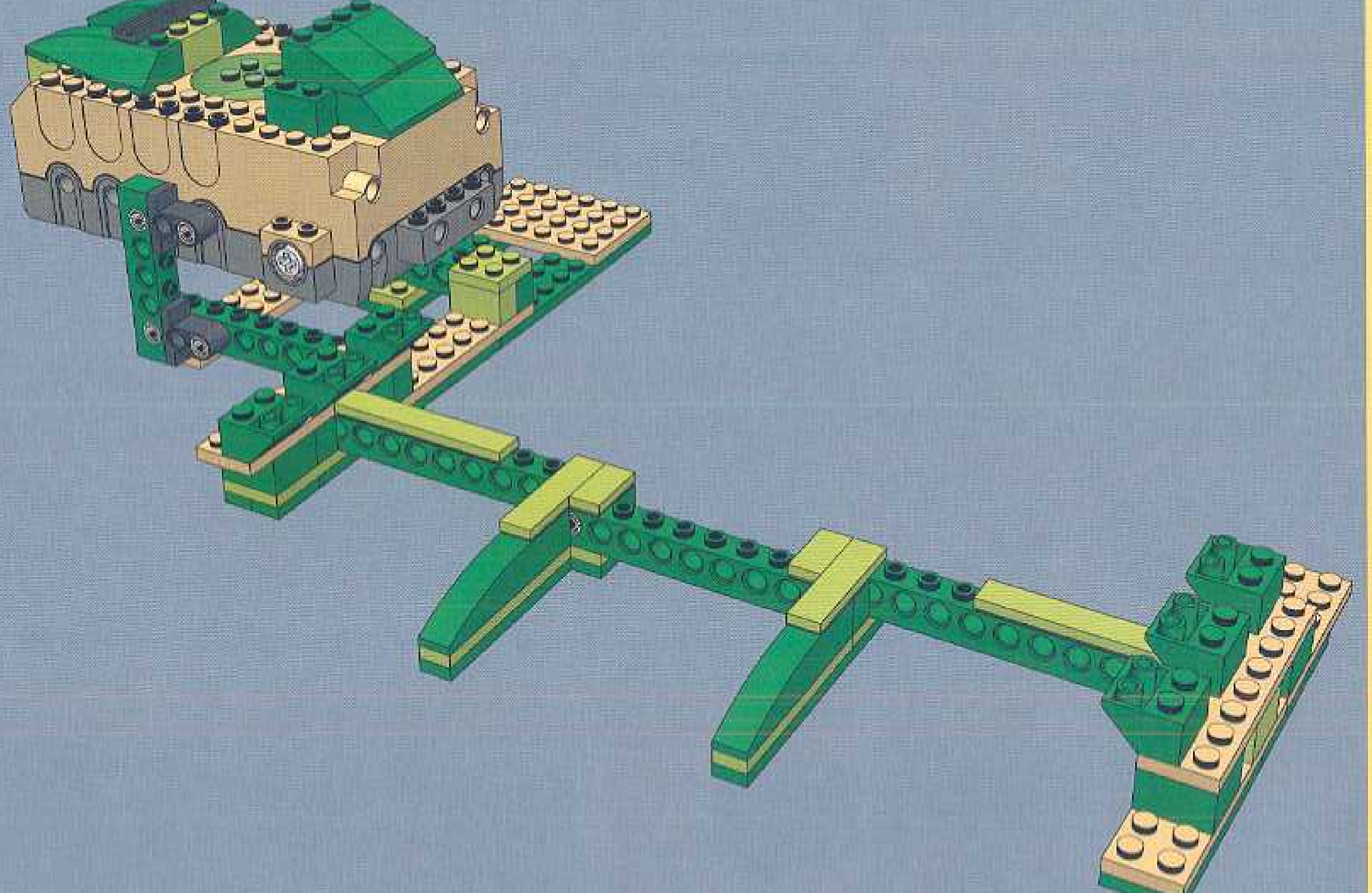

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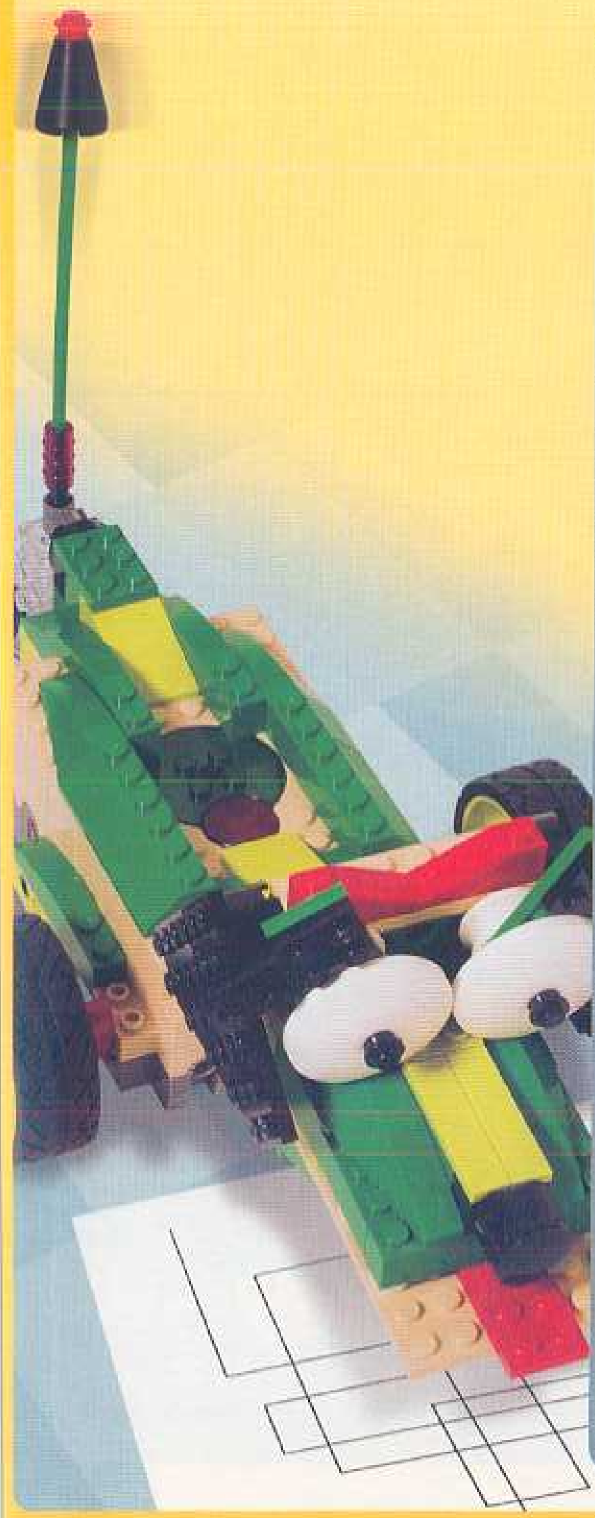


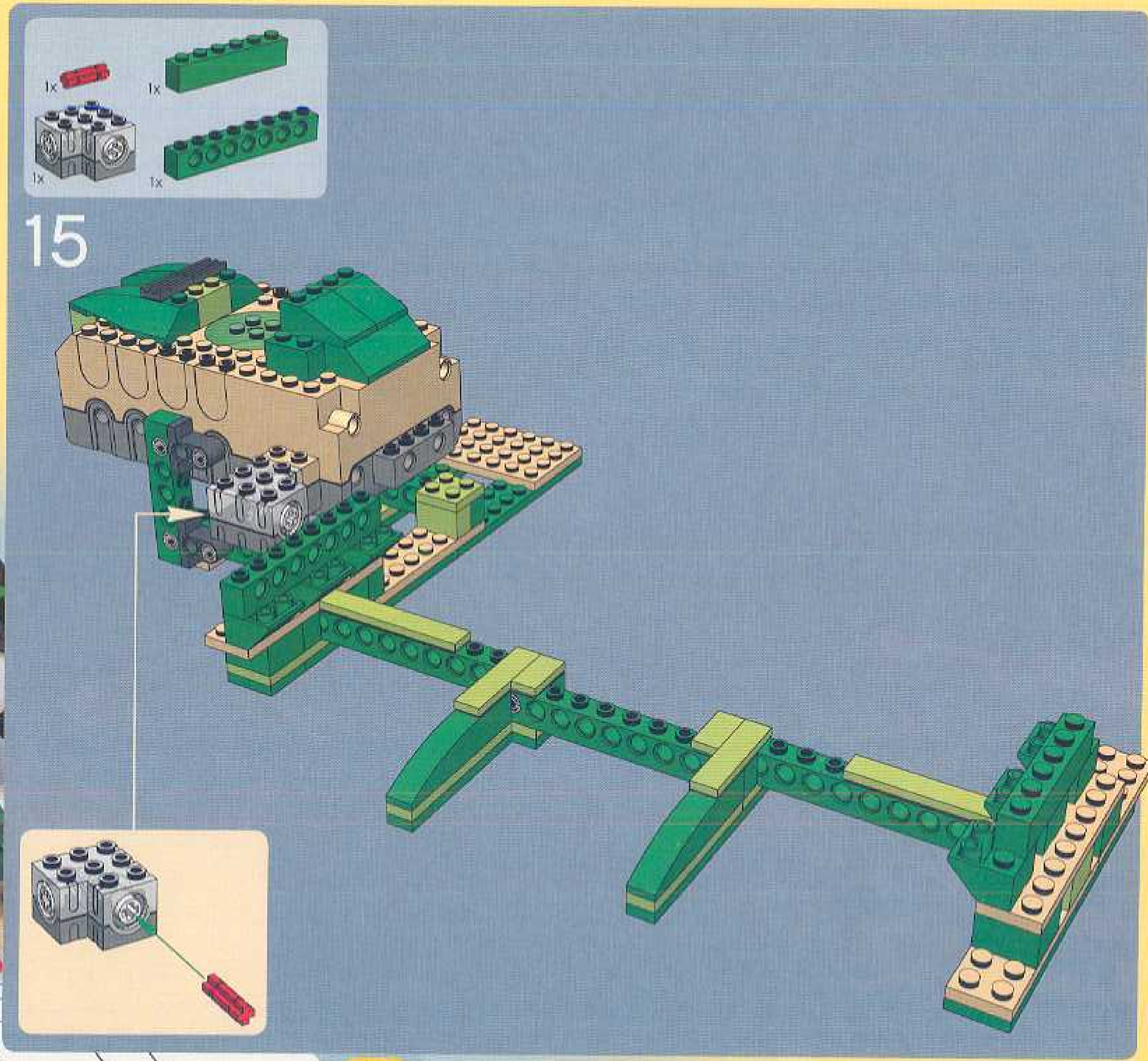


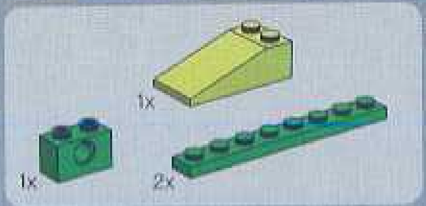


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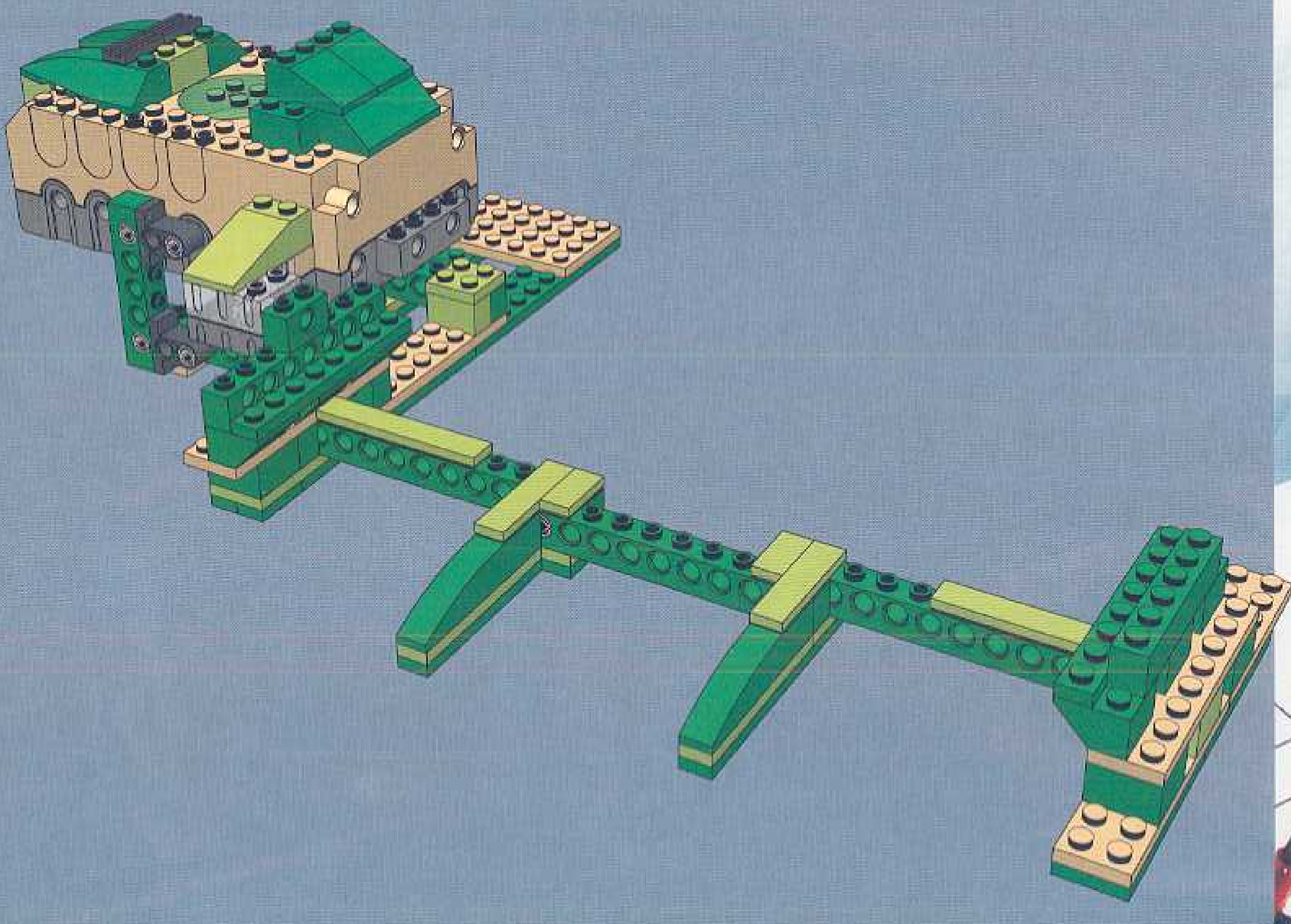





1x
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1x
1x
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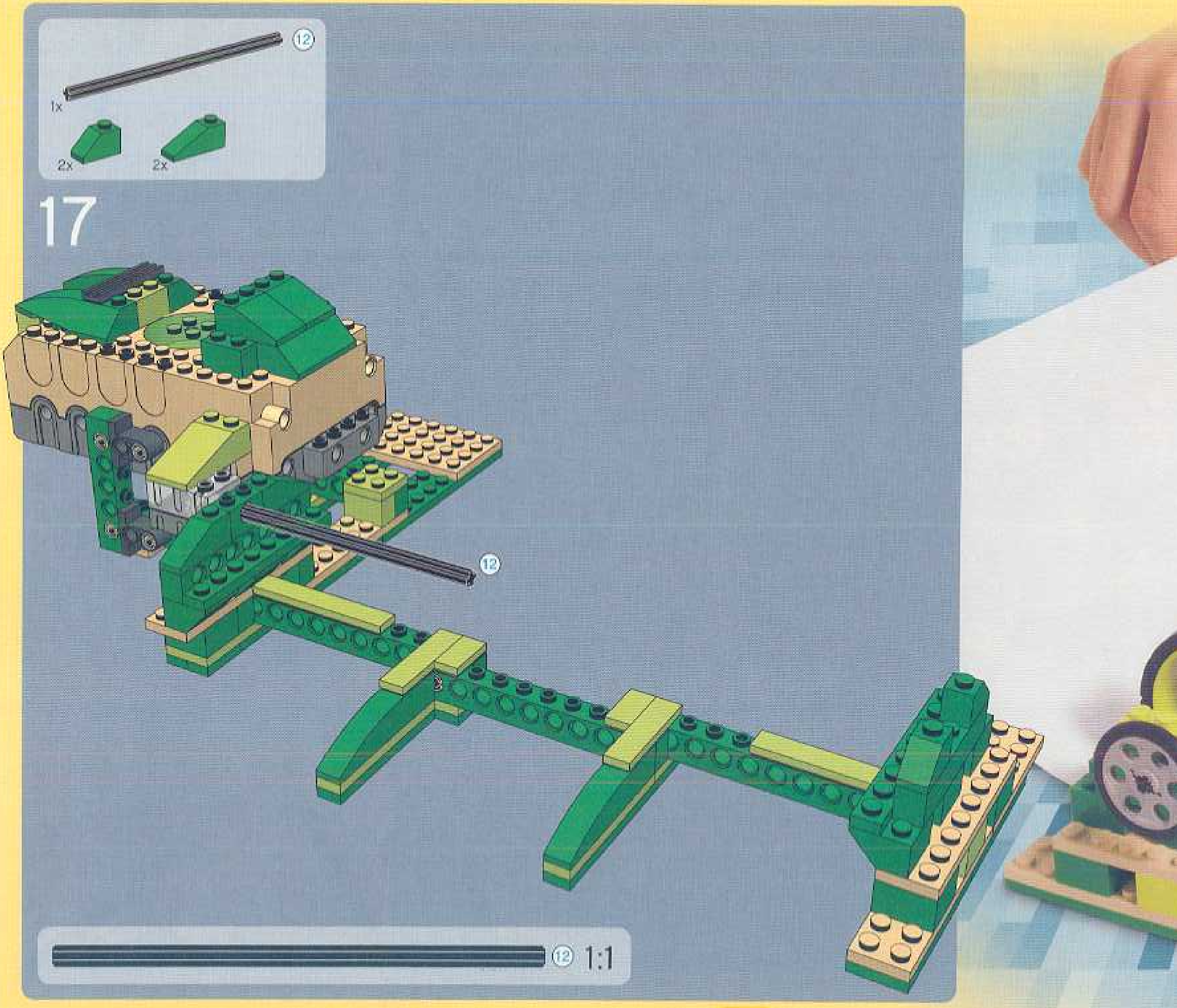


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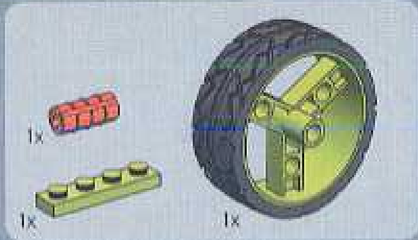


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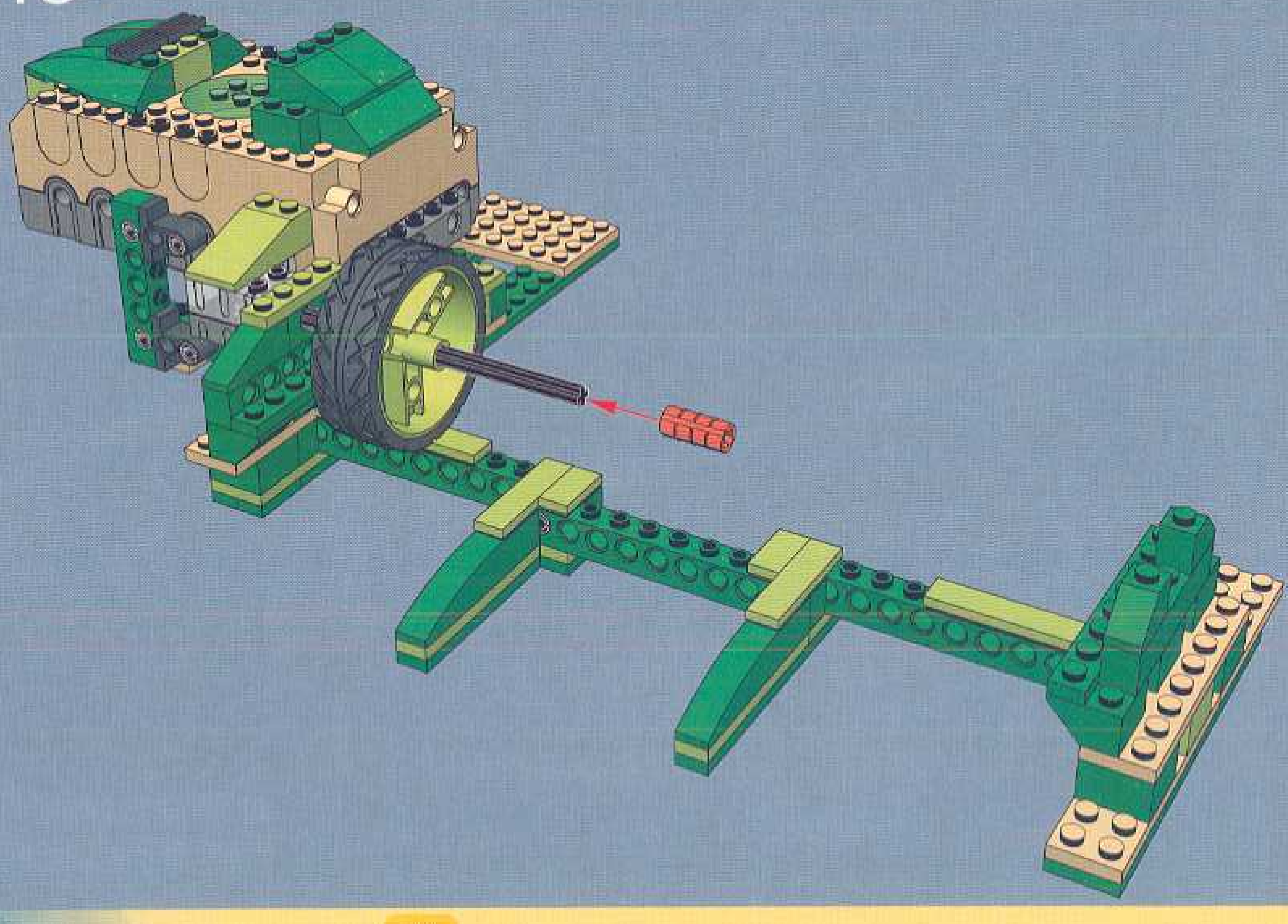


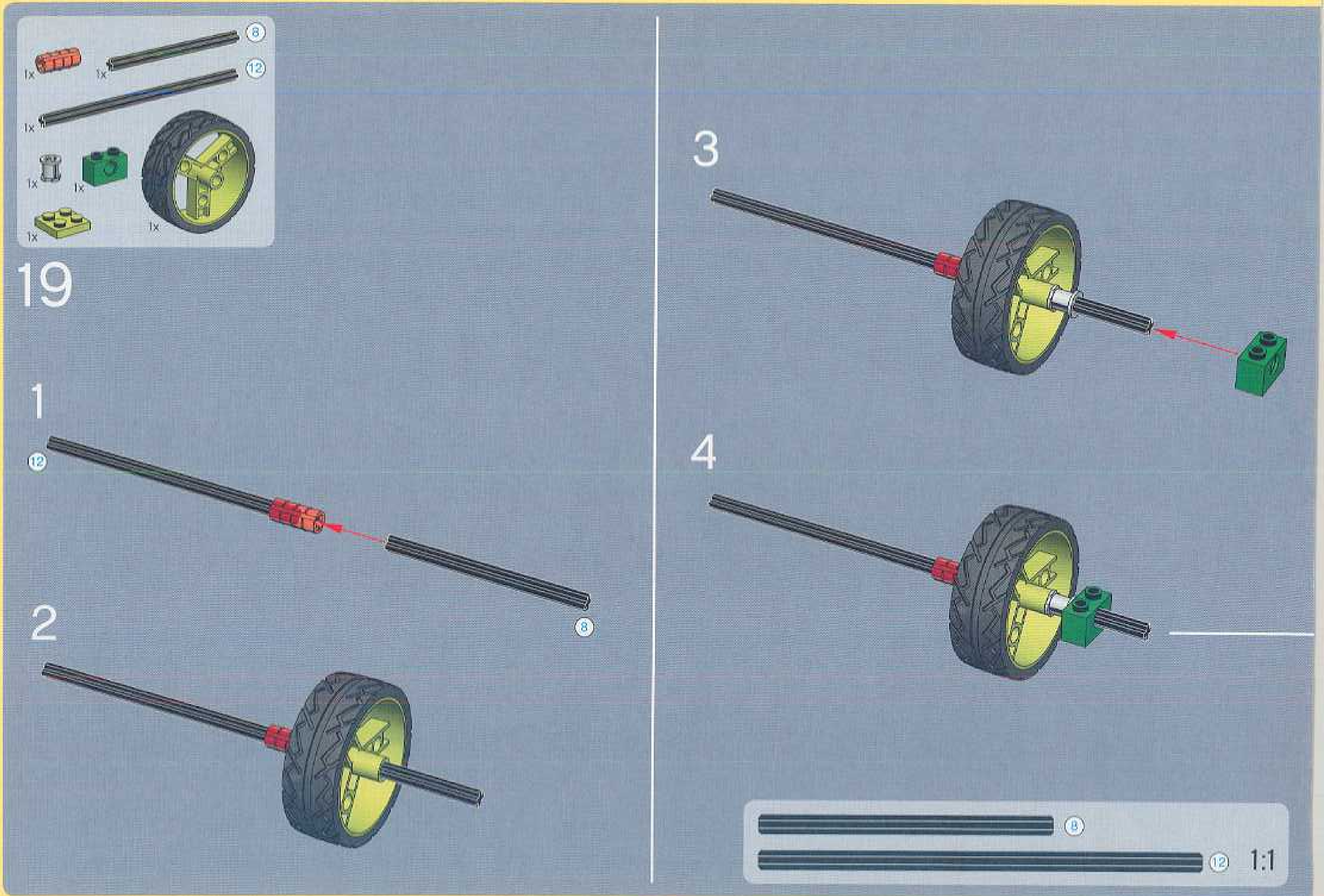


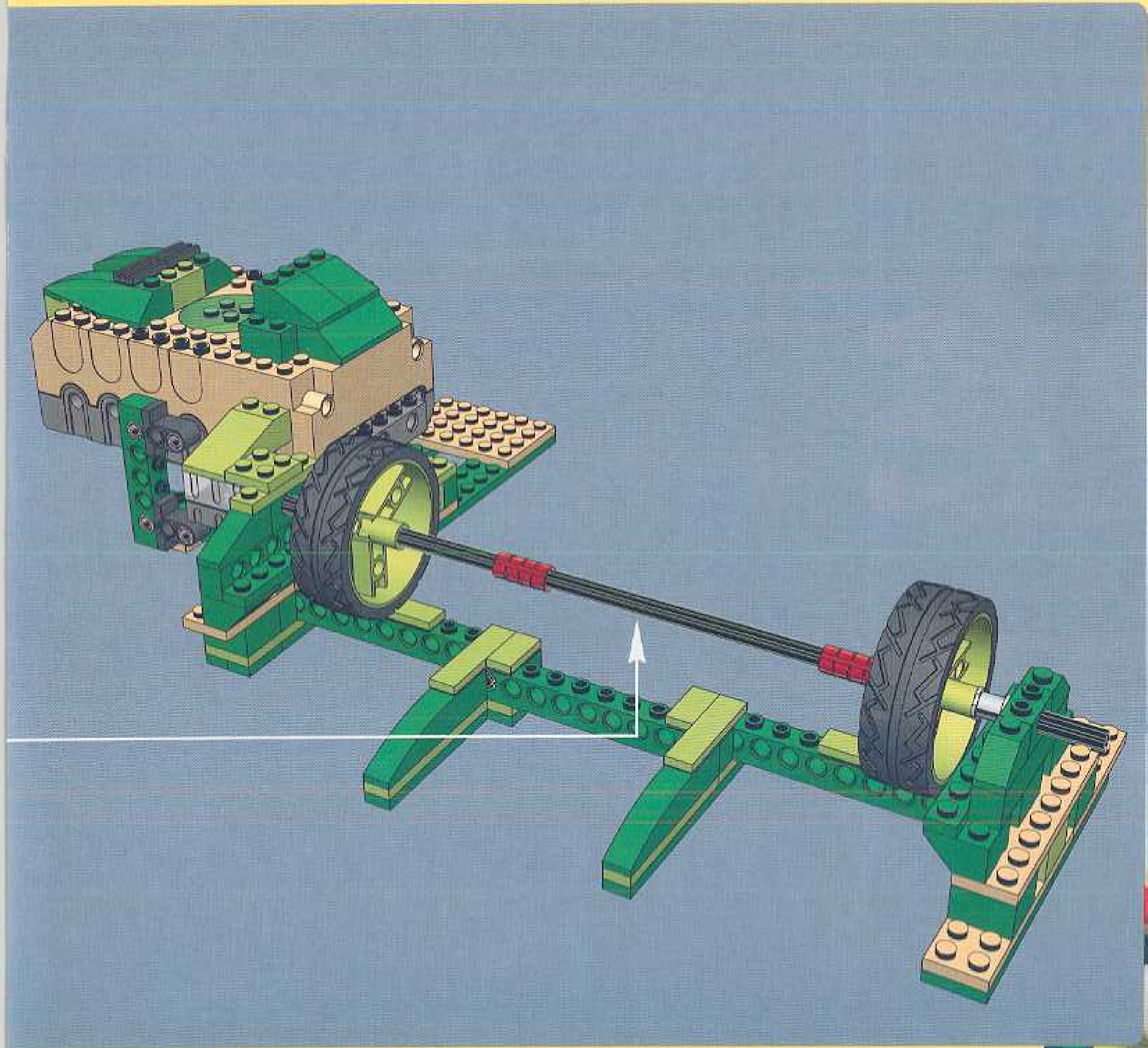




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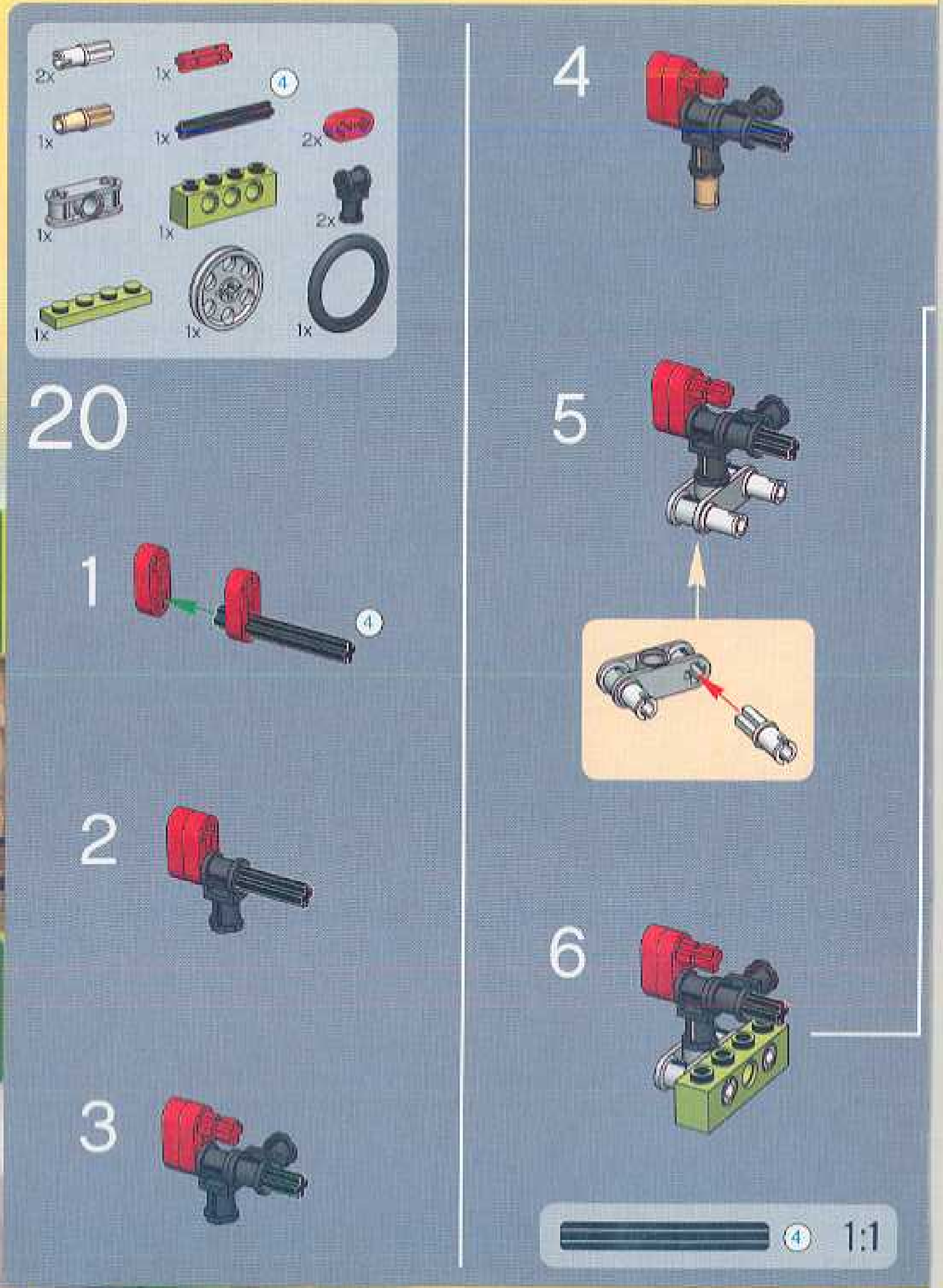


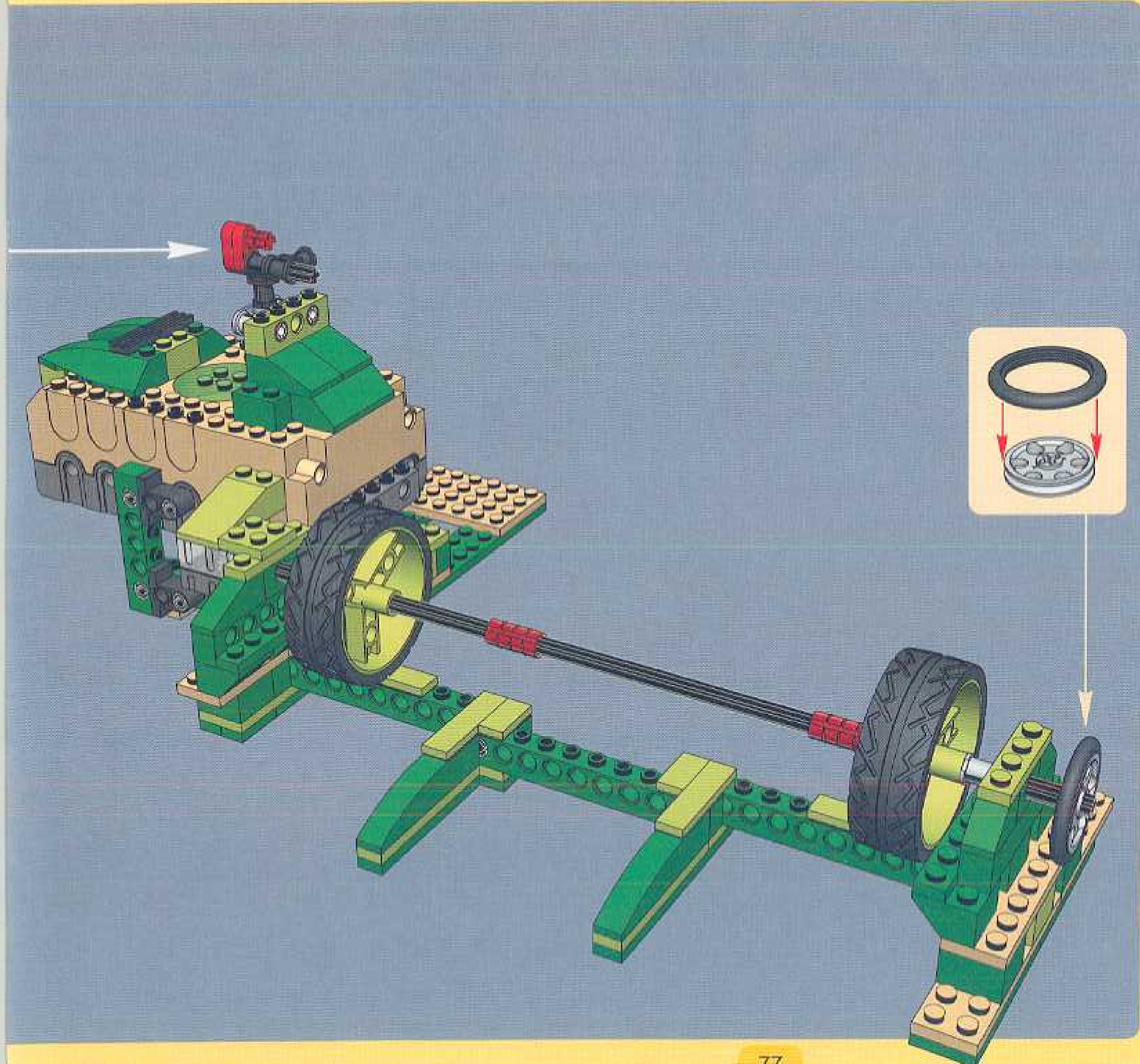

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1:1



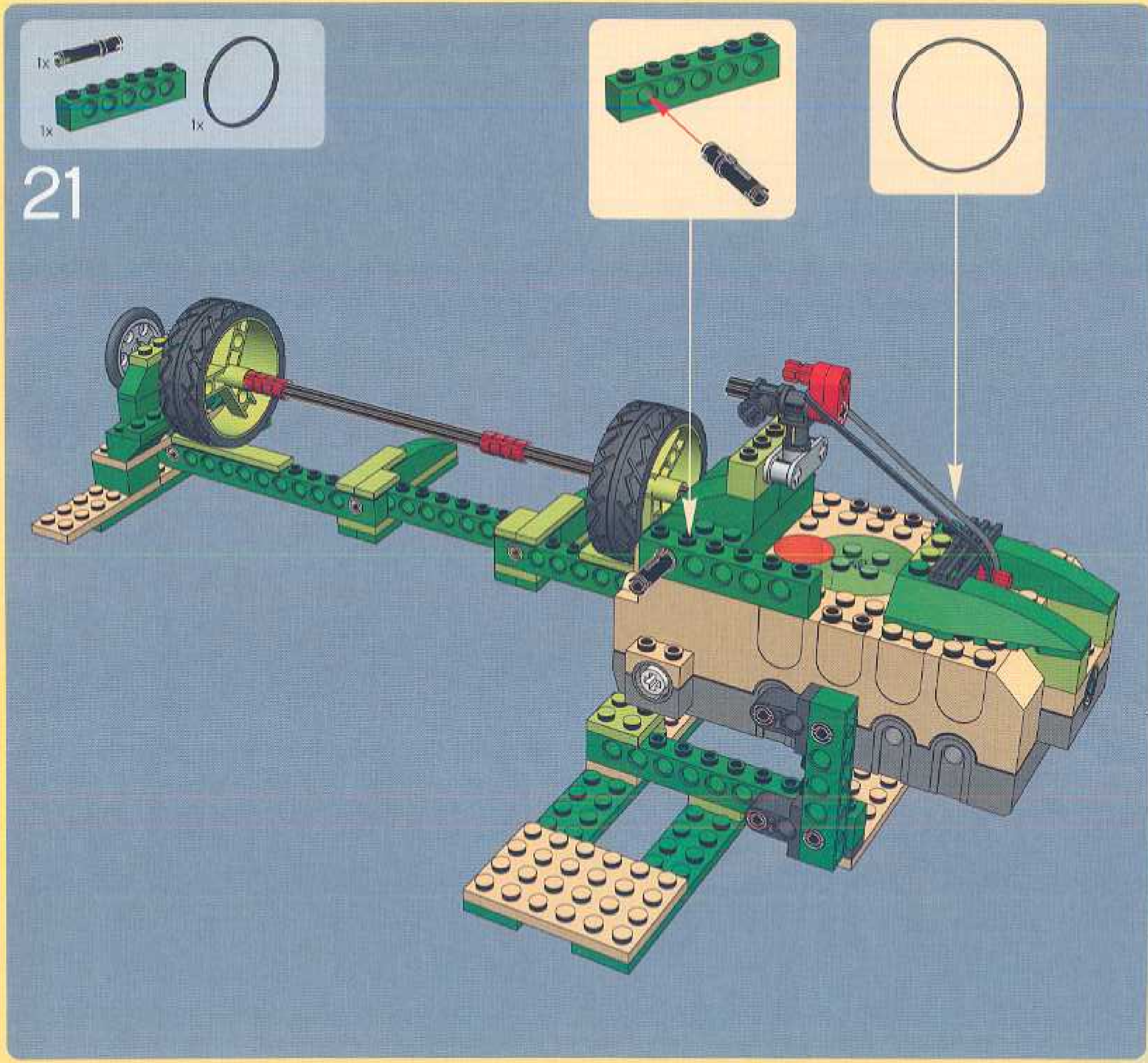




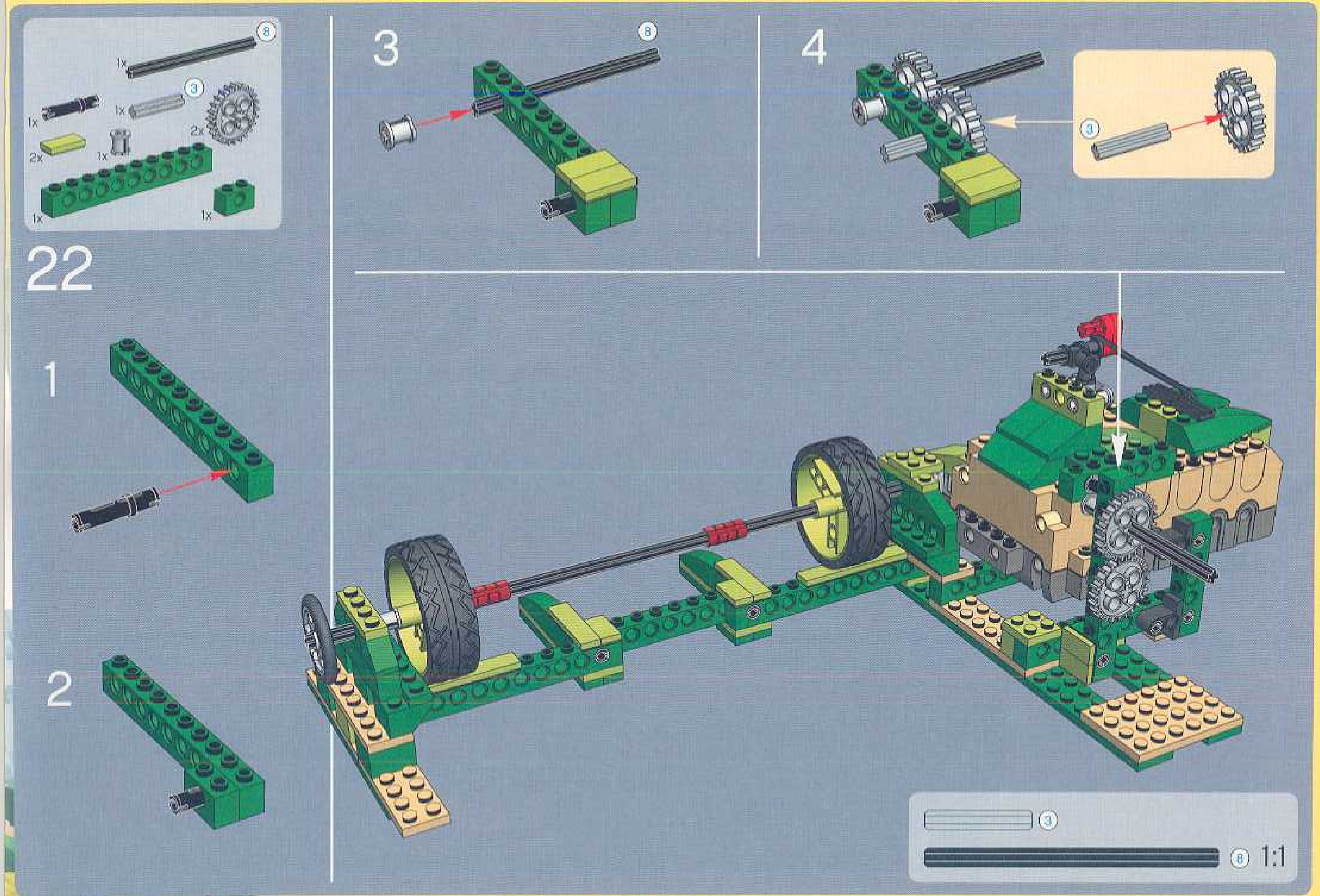

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1:1





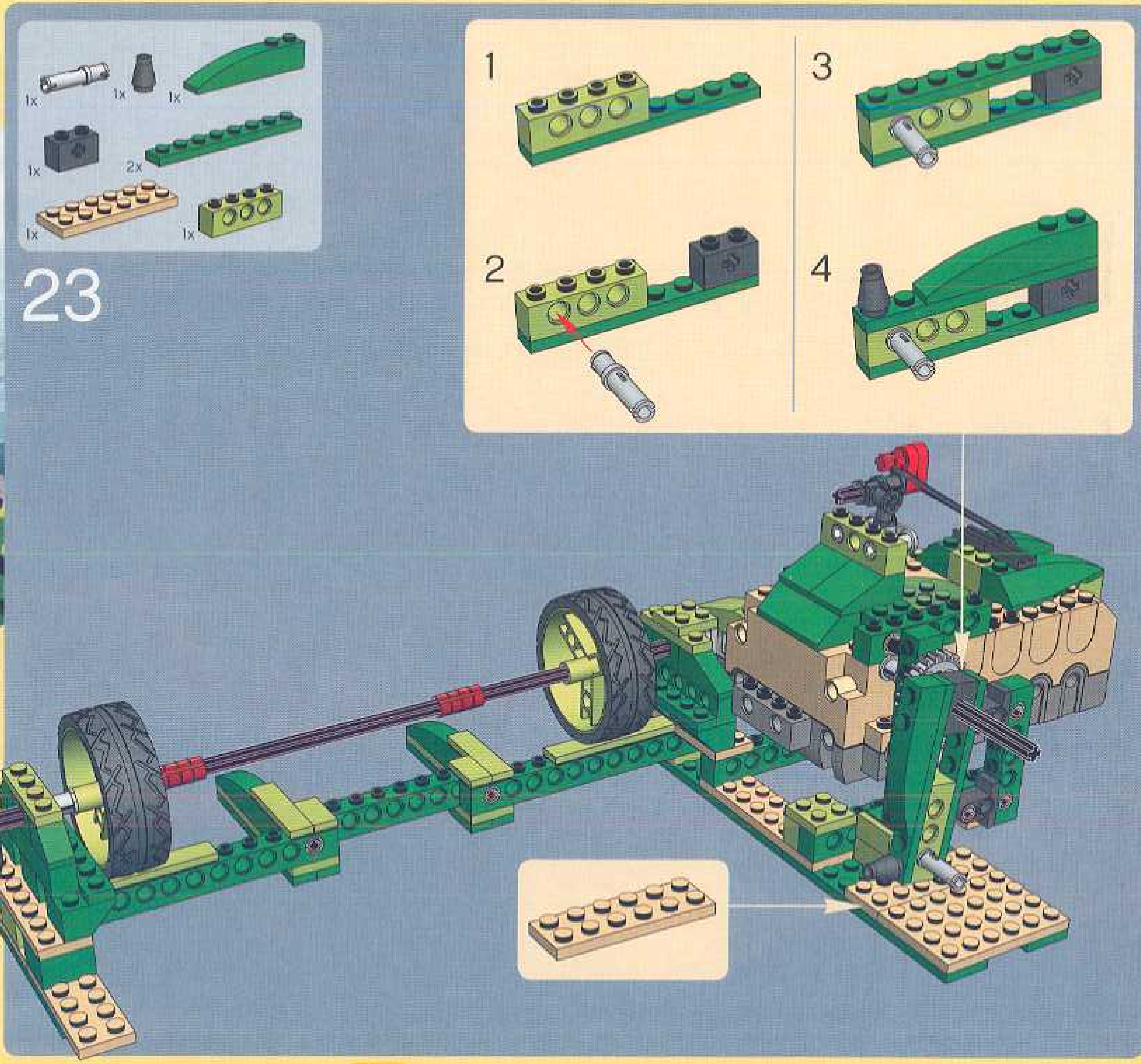

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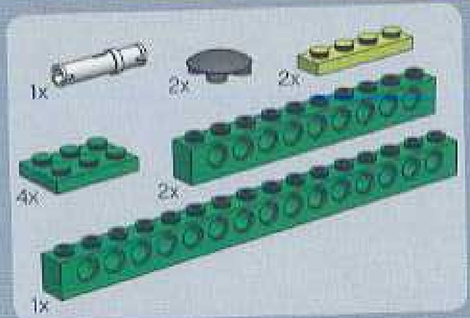




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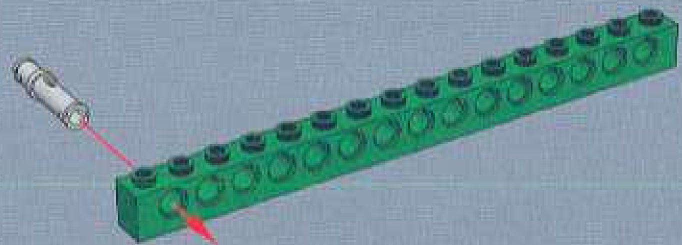



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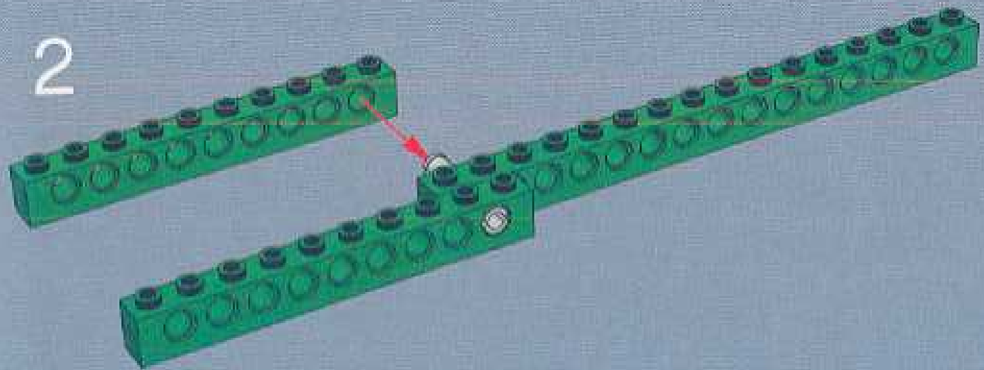


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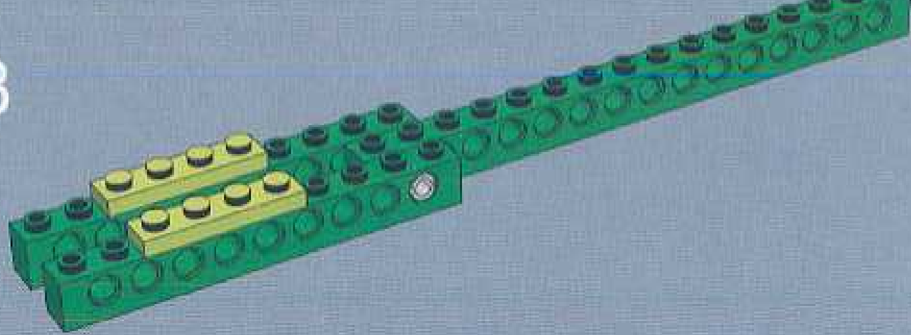
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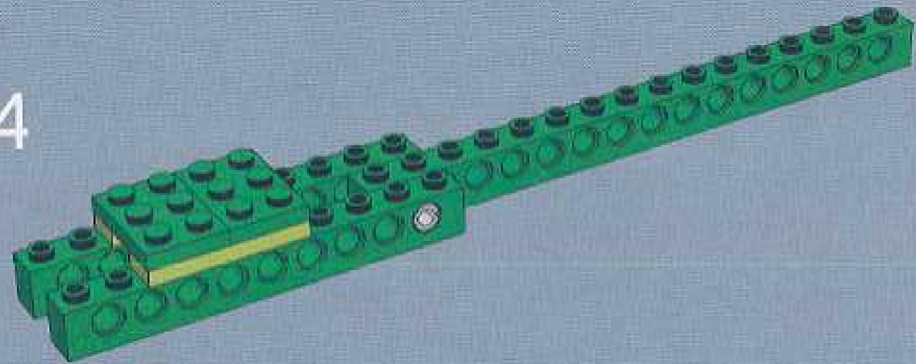
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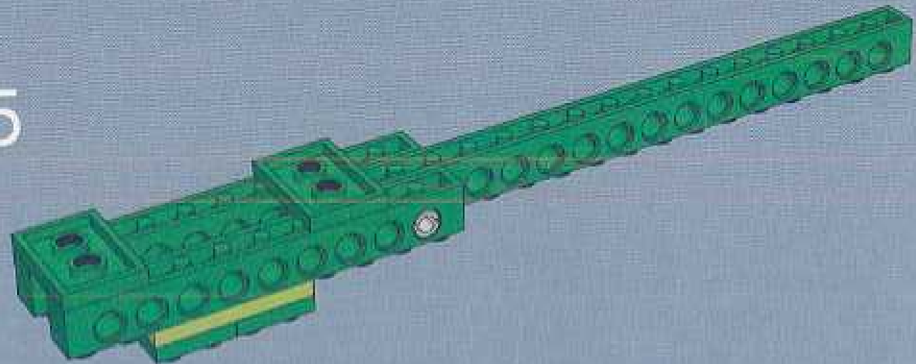
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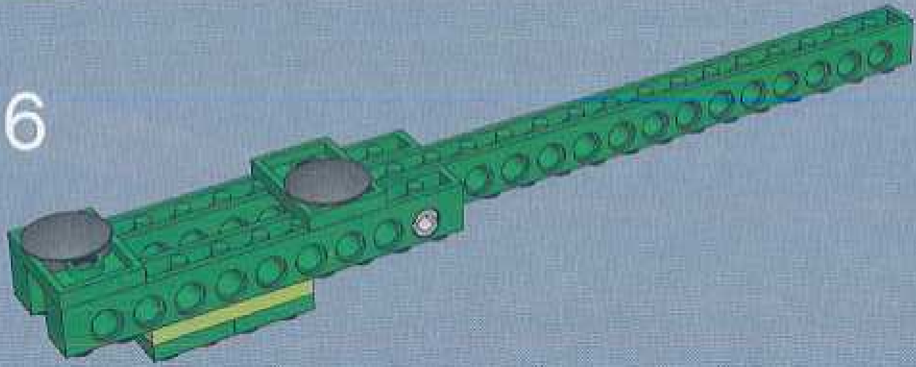
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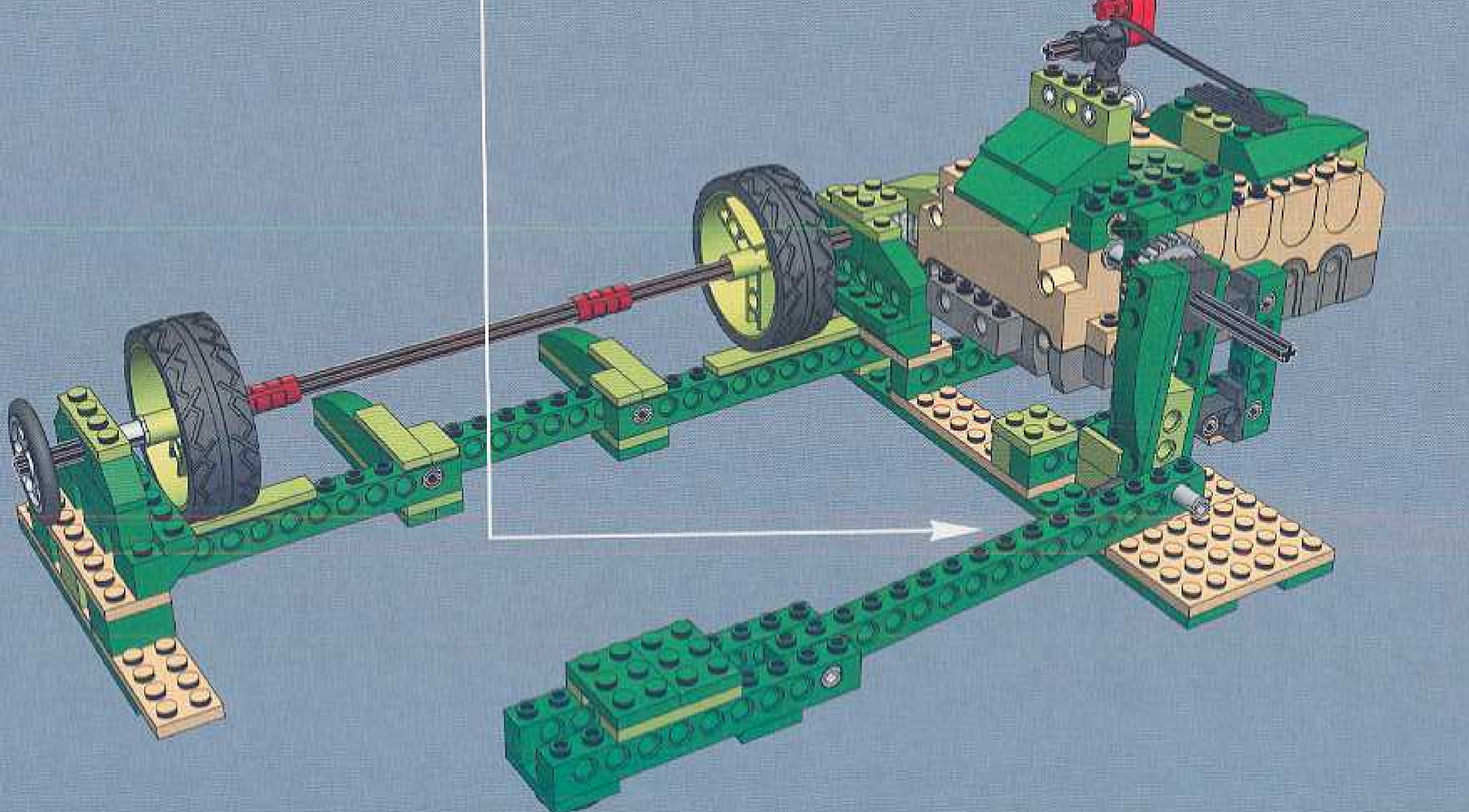


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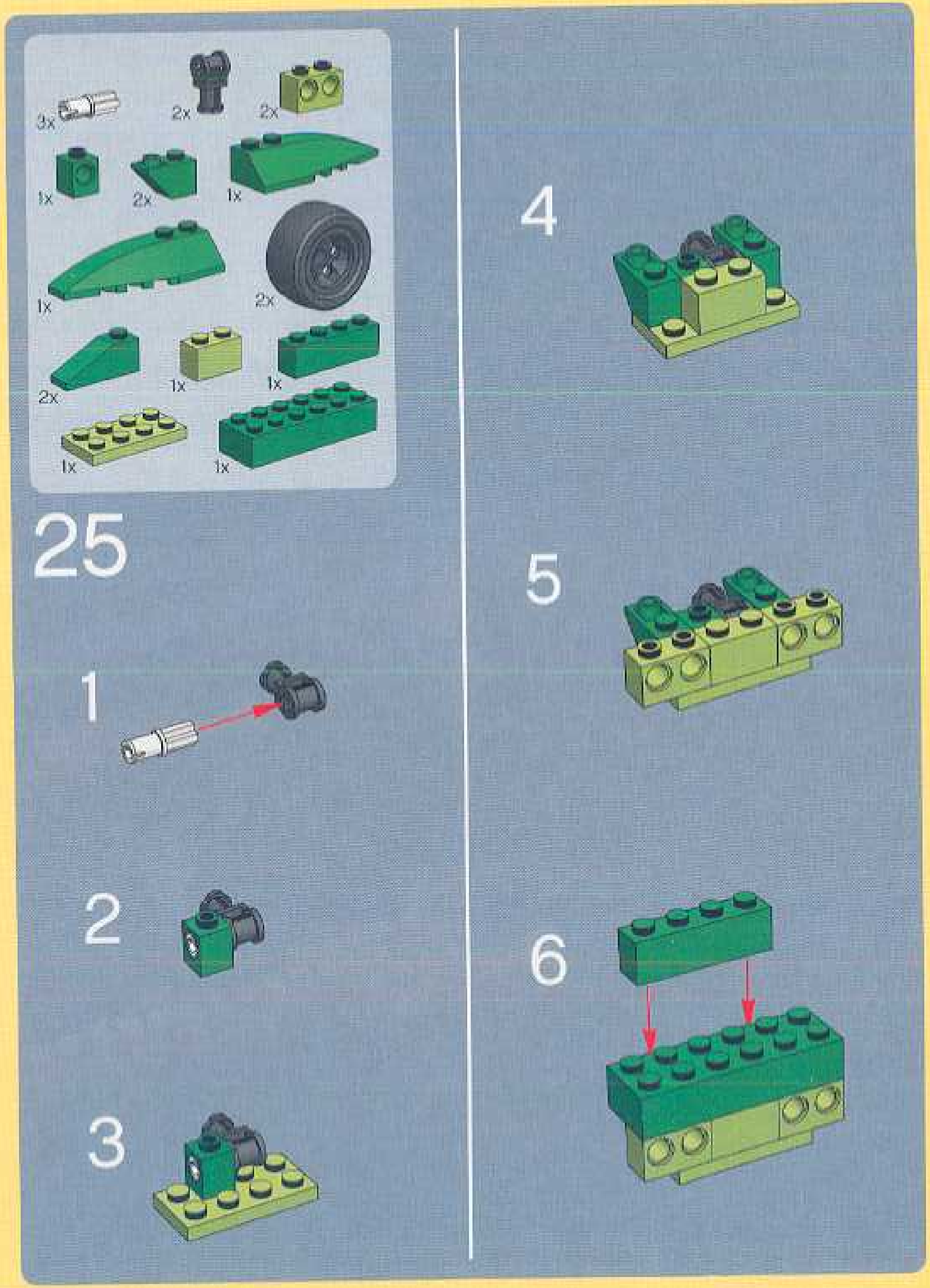


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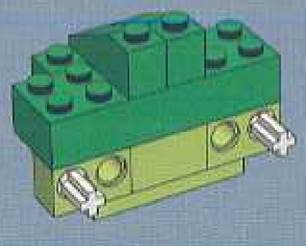




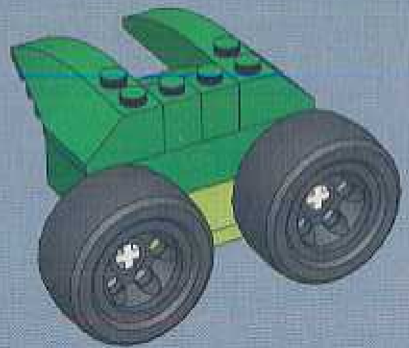


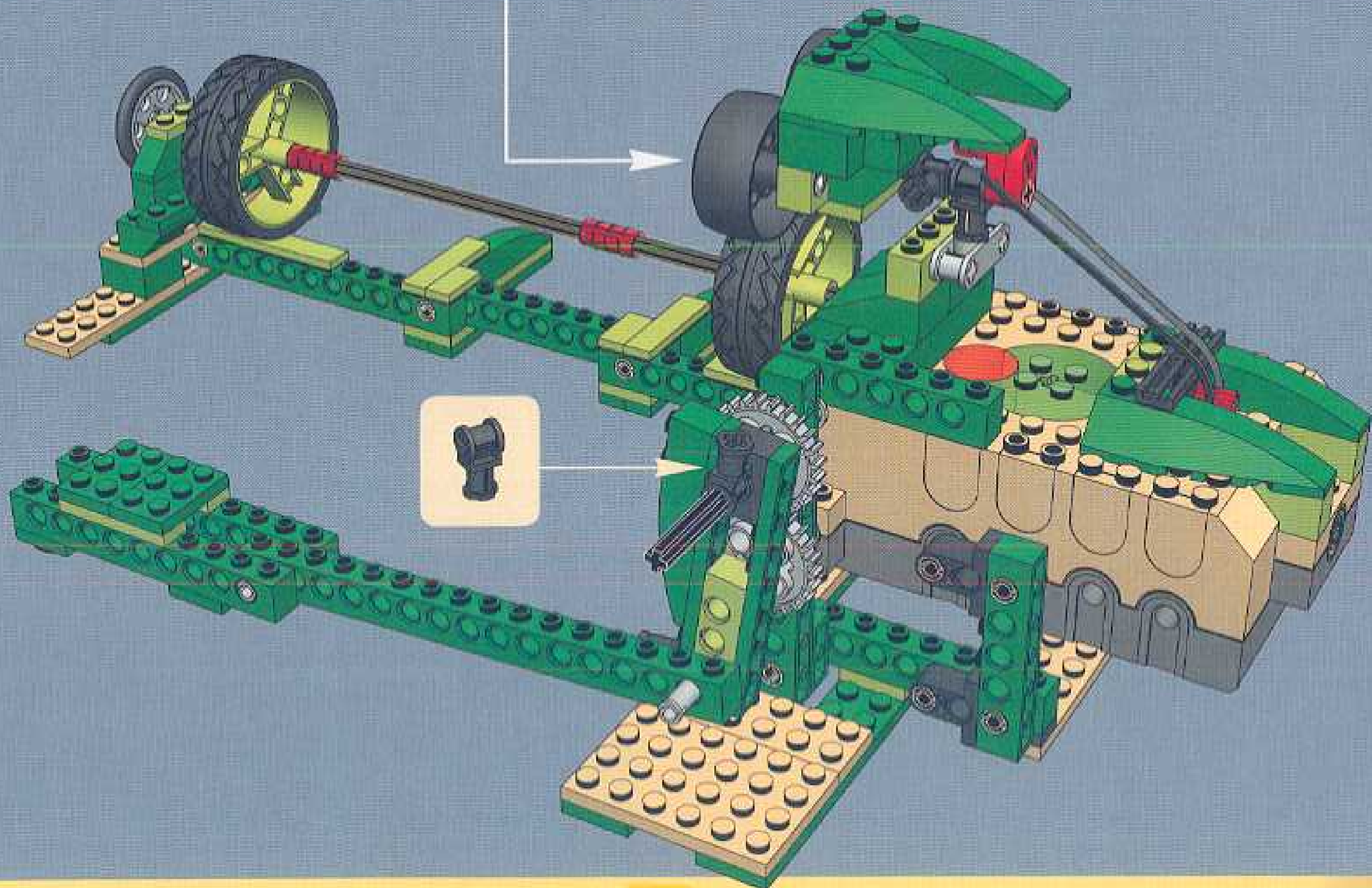

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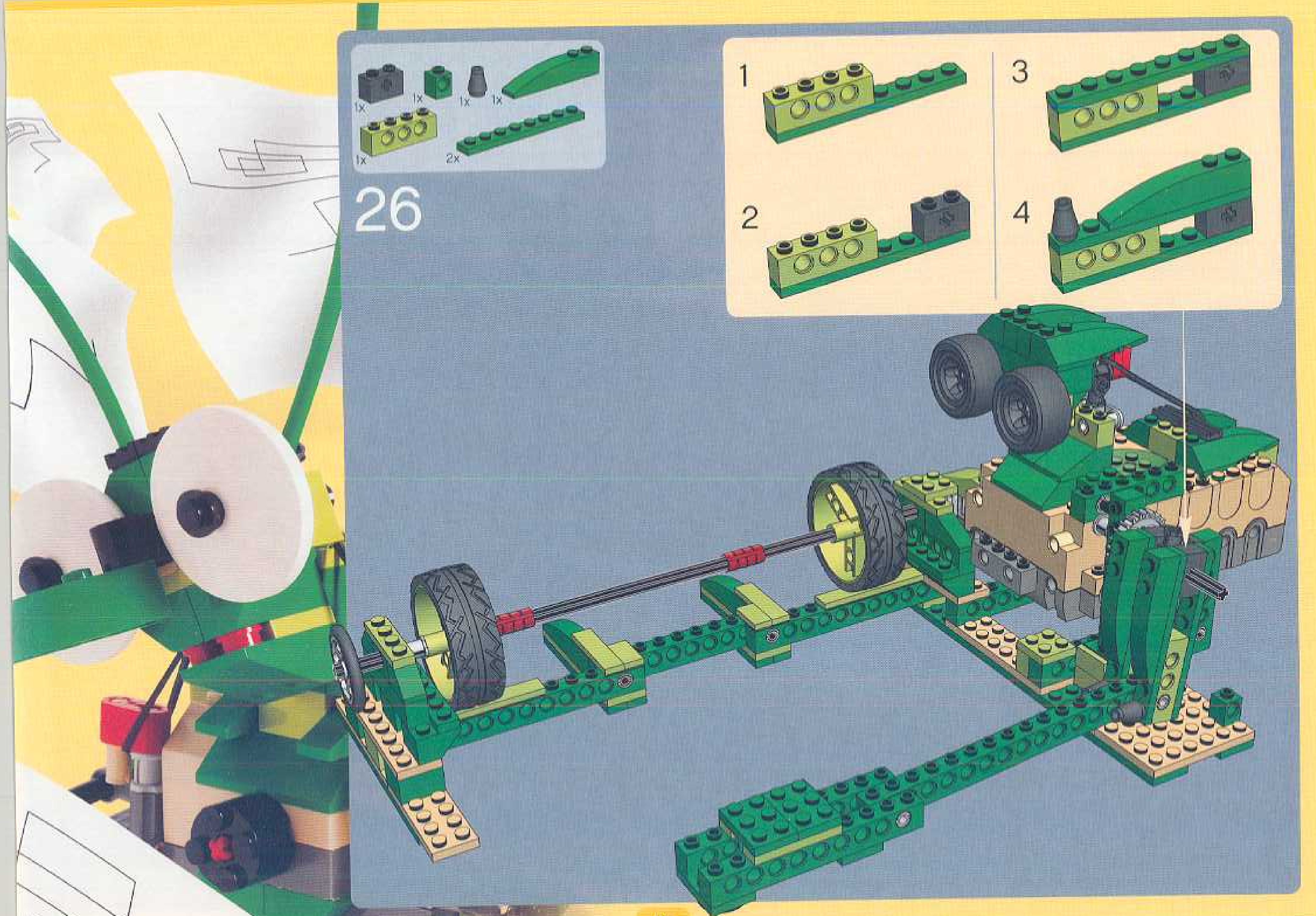
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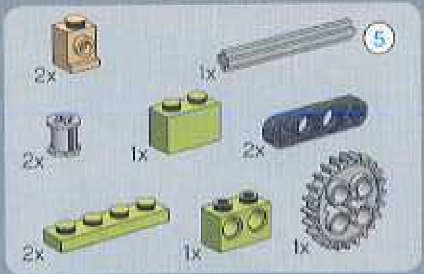


8






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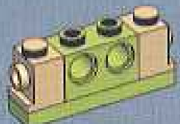


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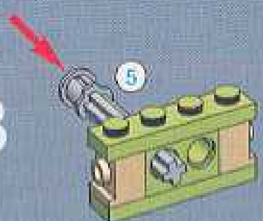
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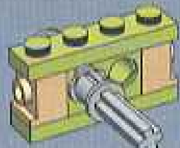


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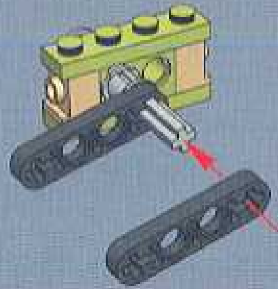




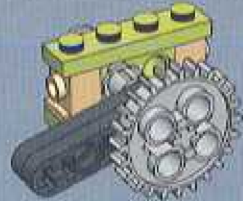
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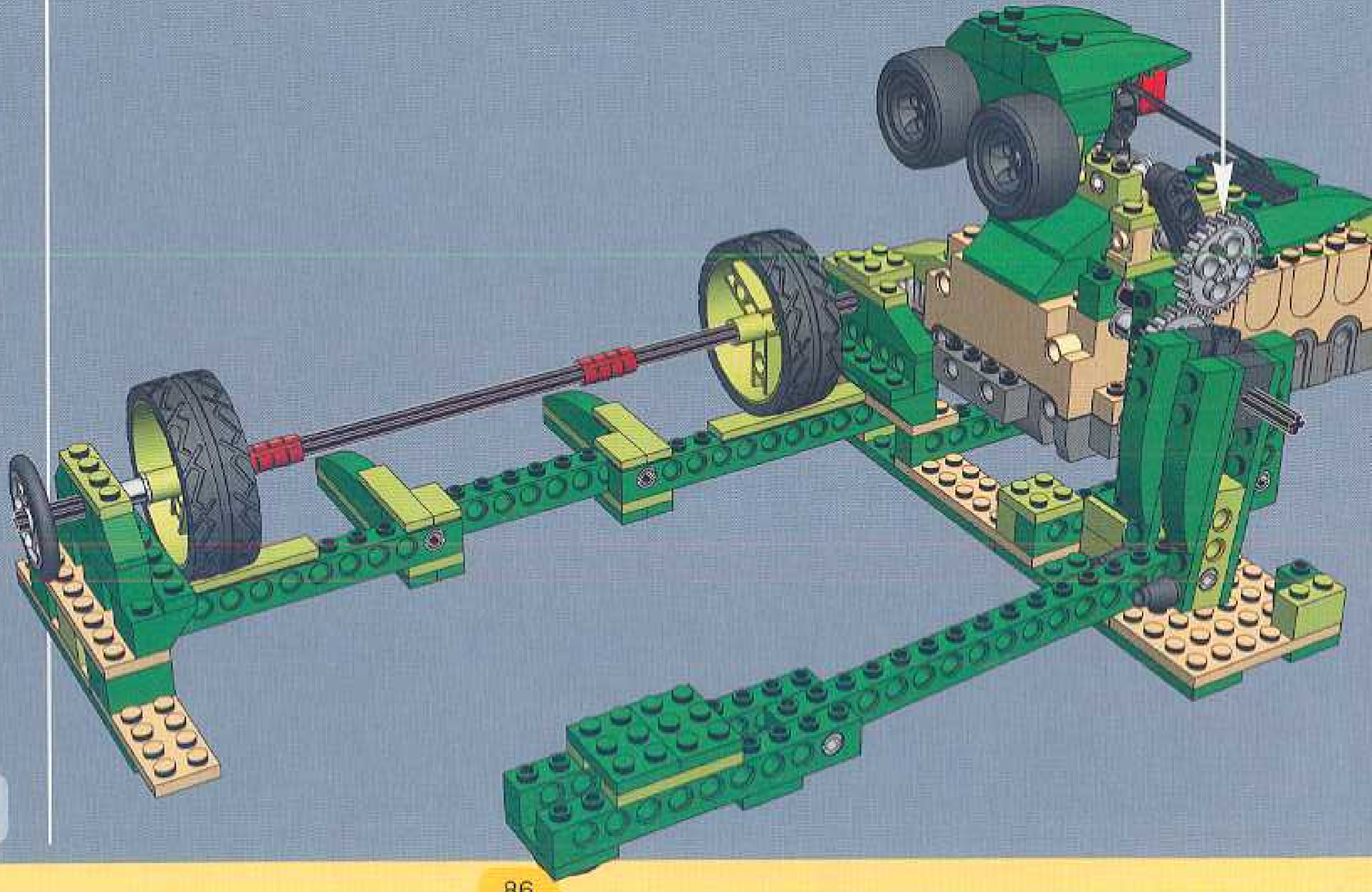


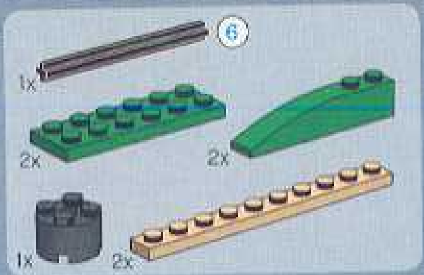
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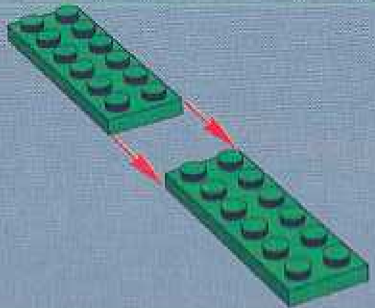




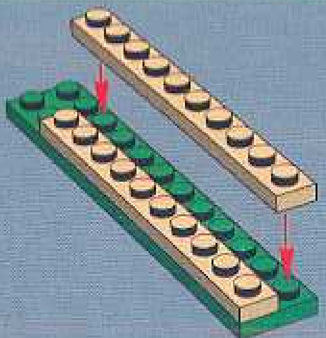


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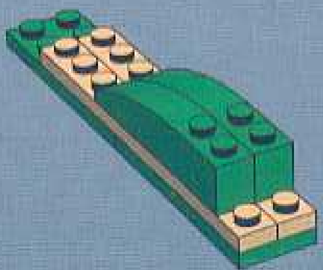
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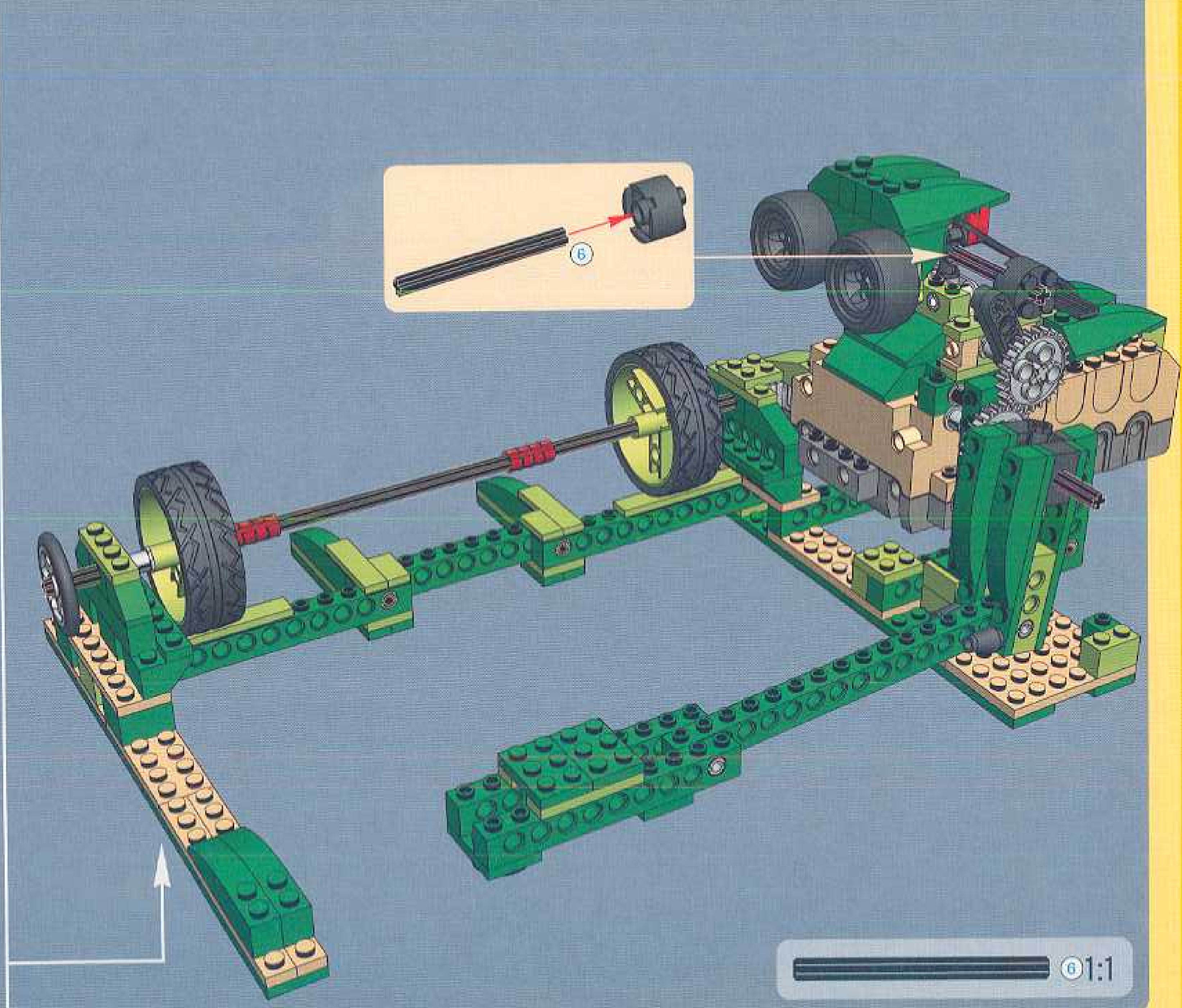


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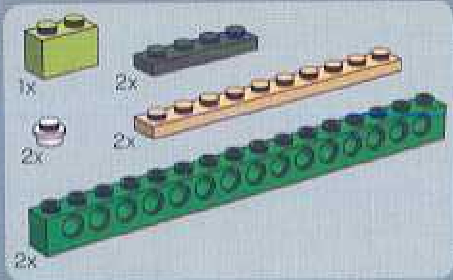


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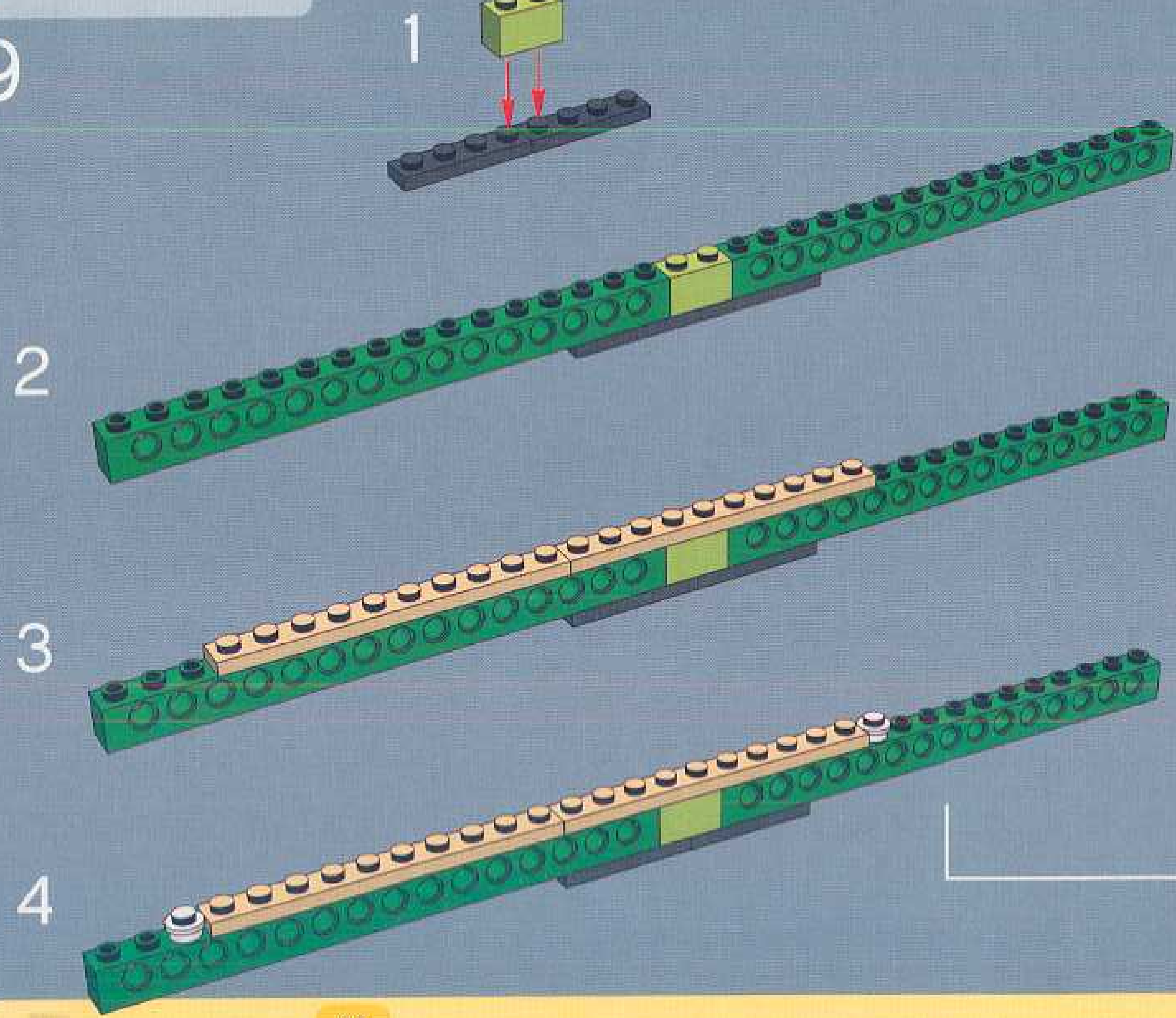




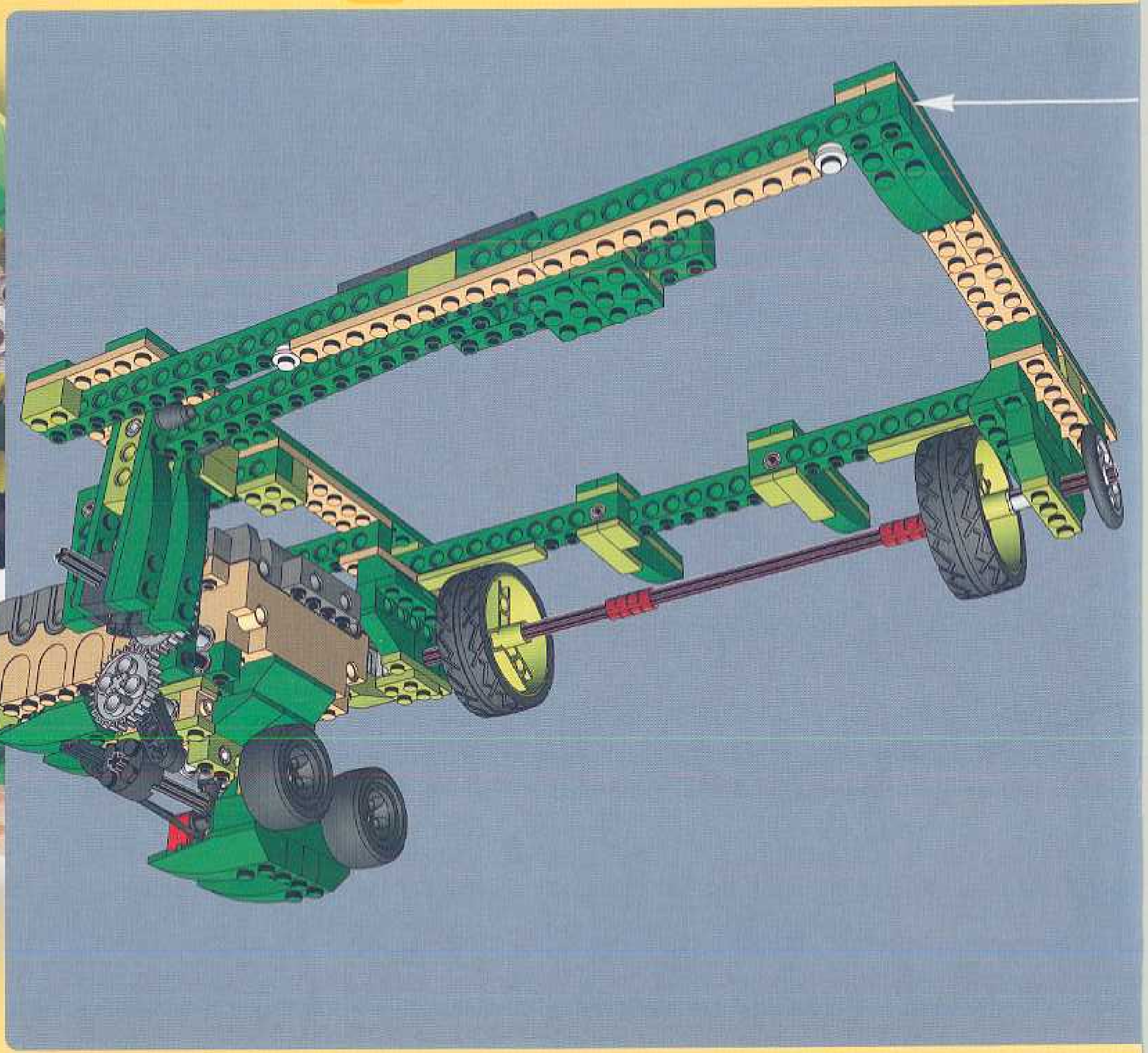


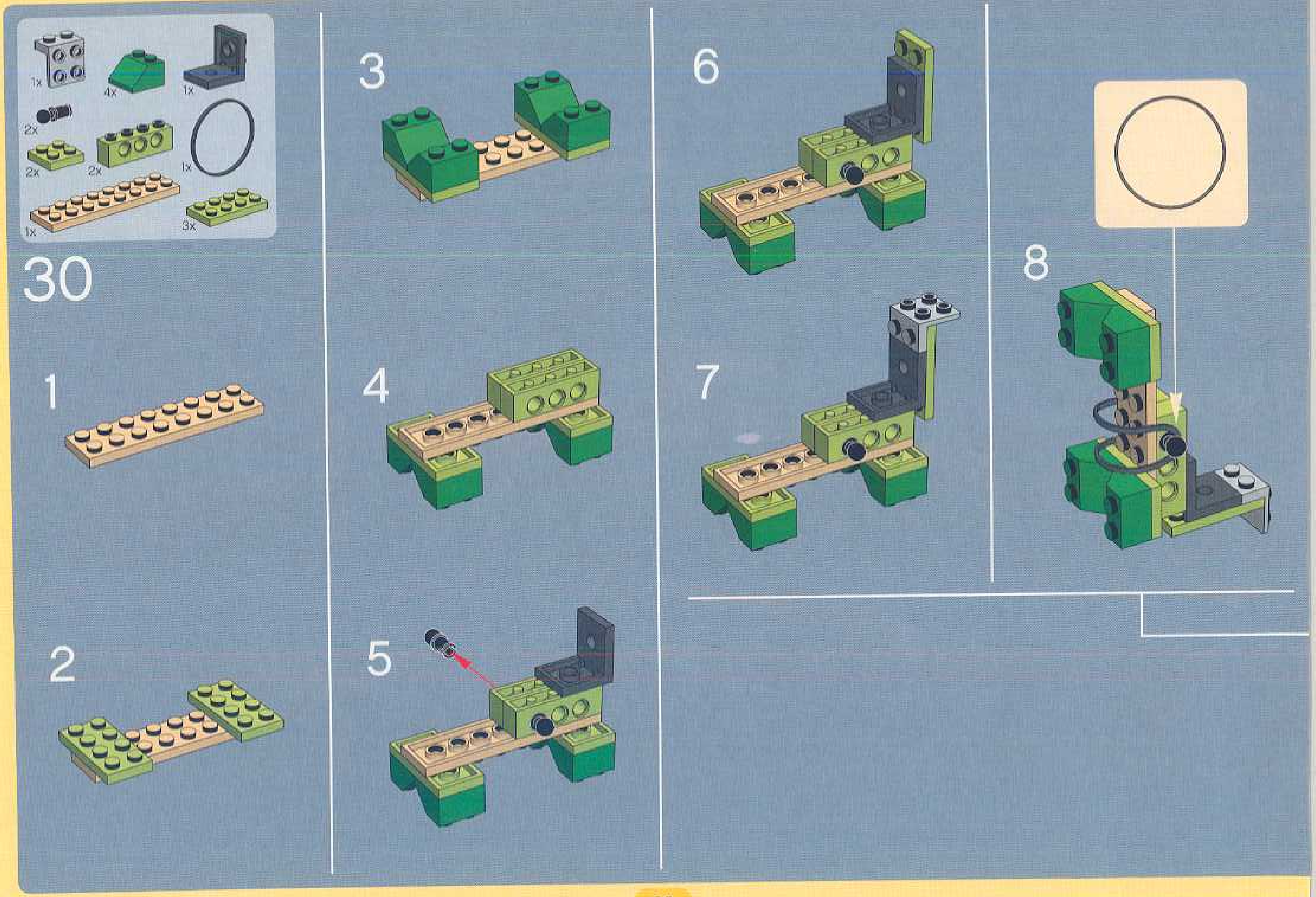


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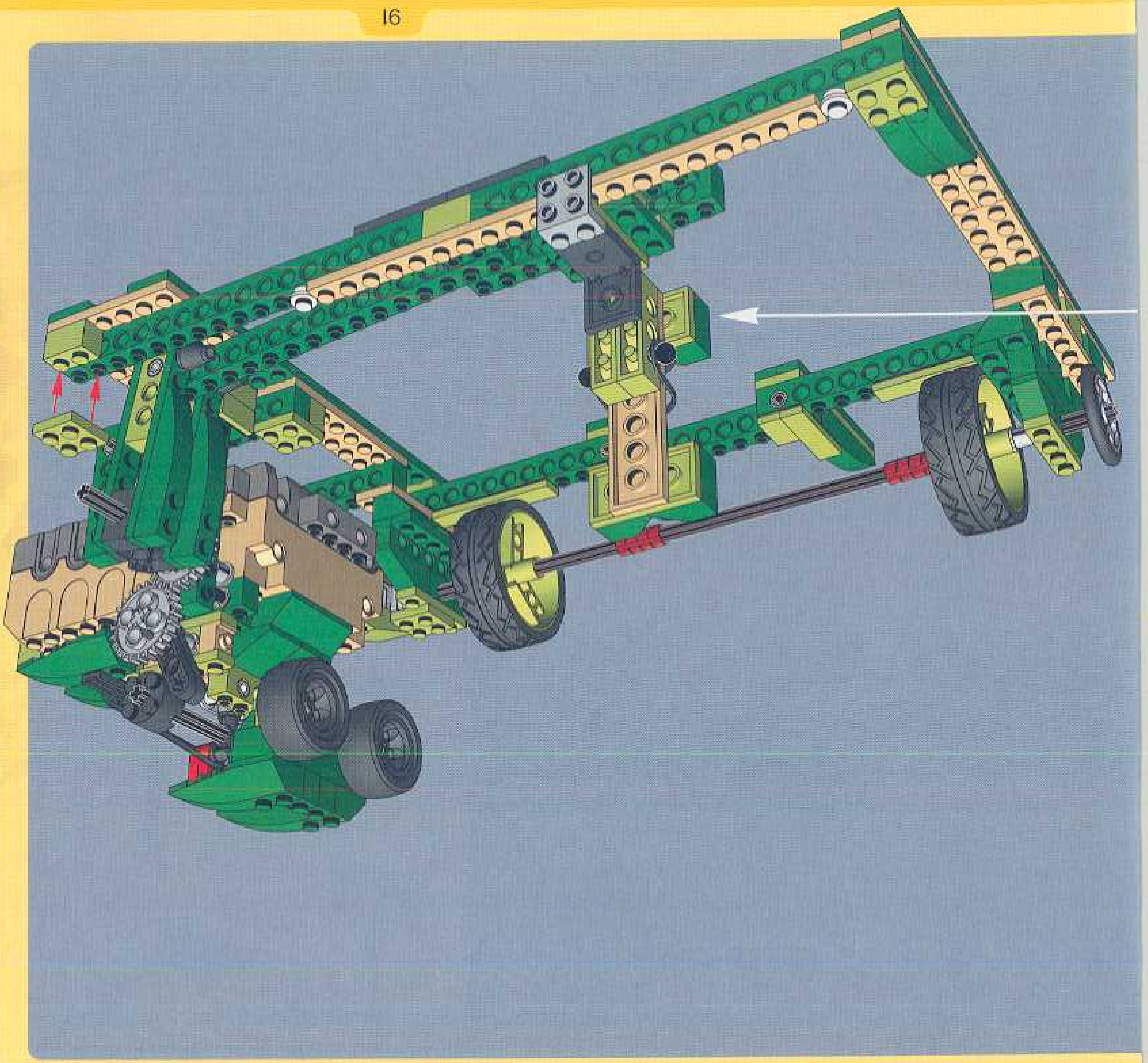




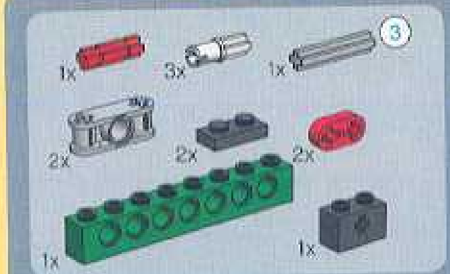



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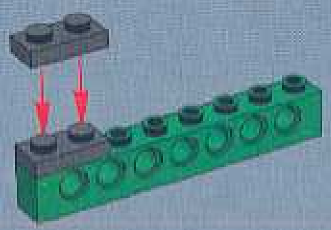




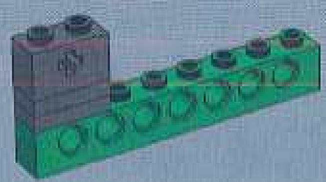
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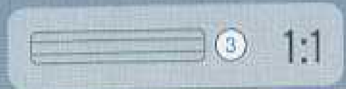


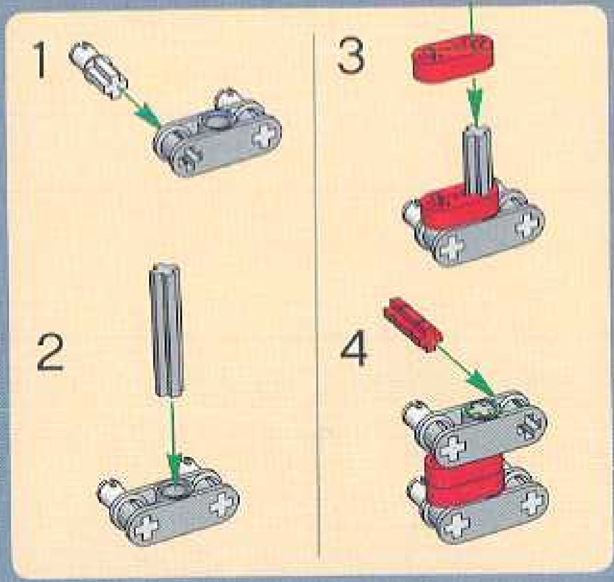
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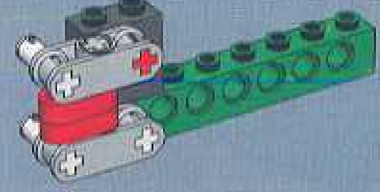
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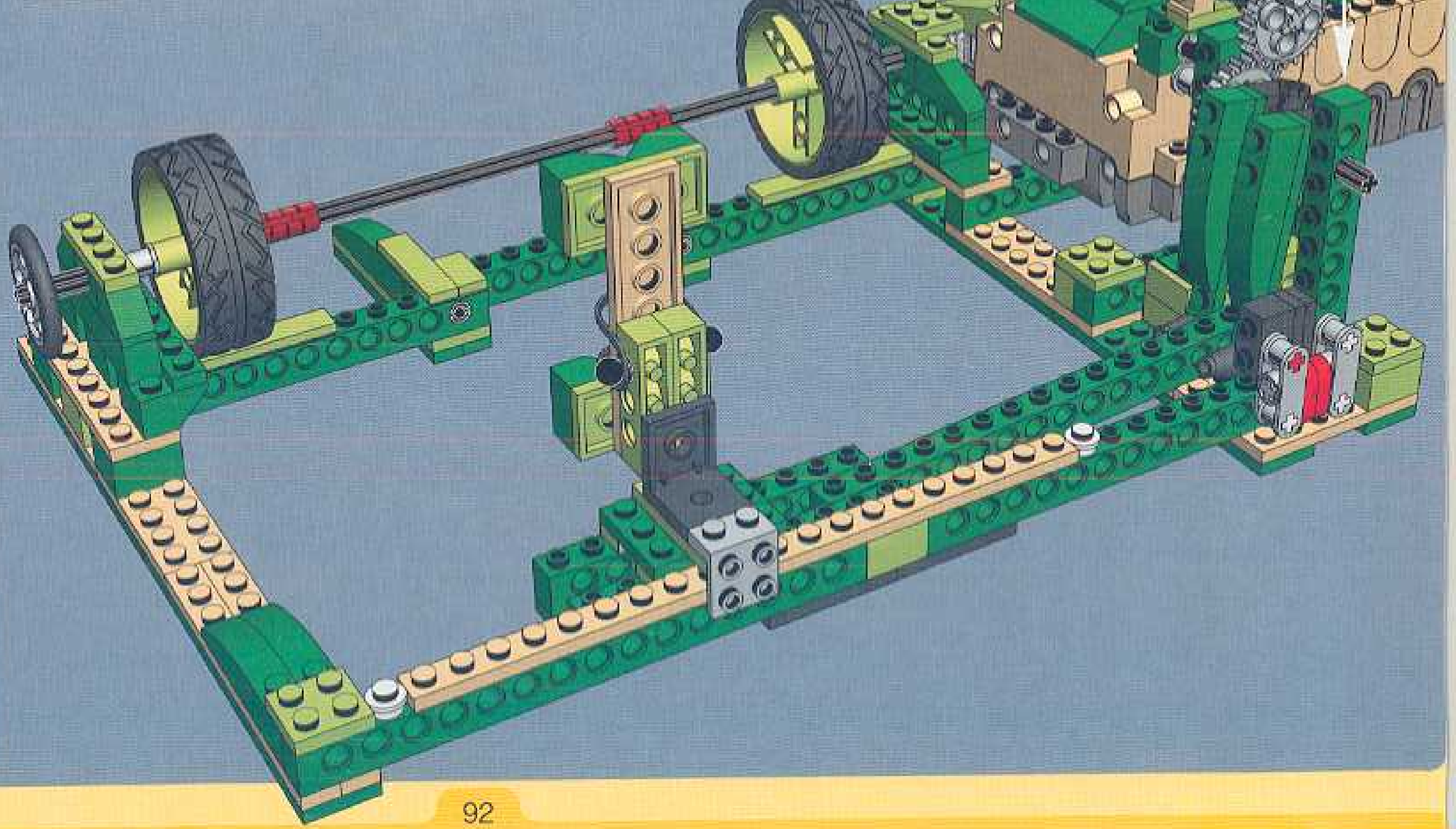






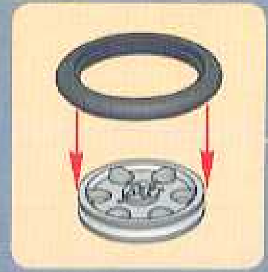
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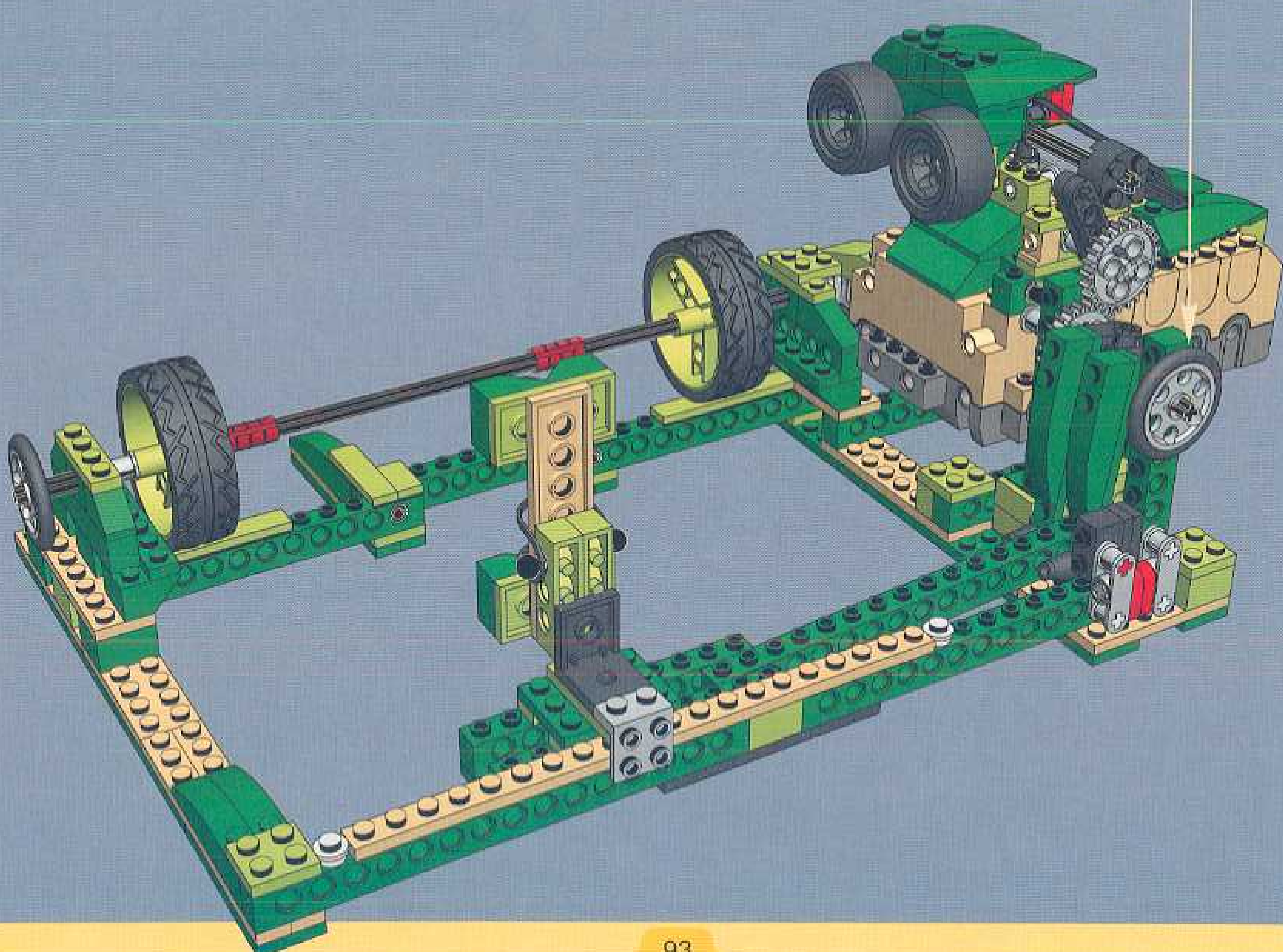






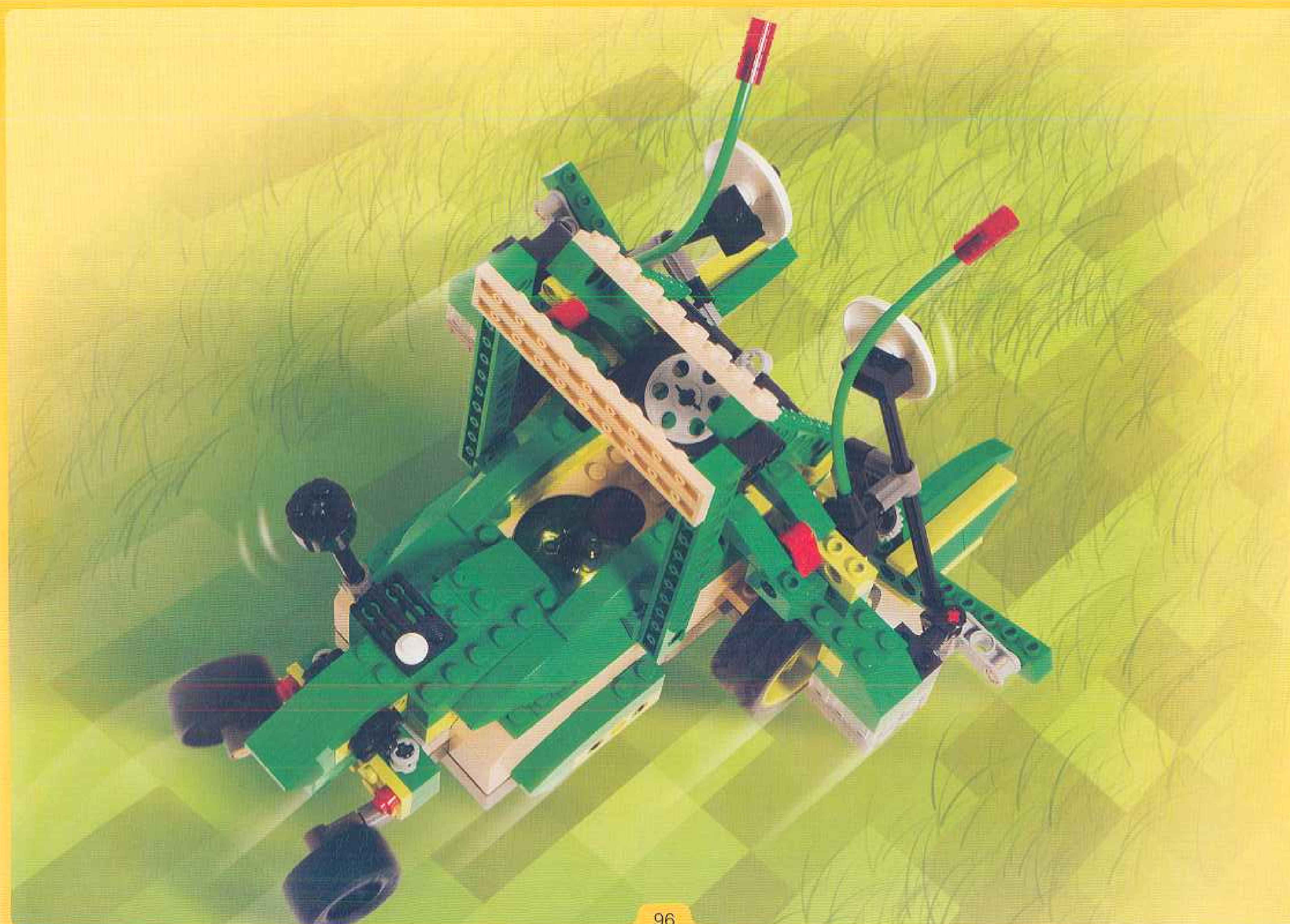
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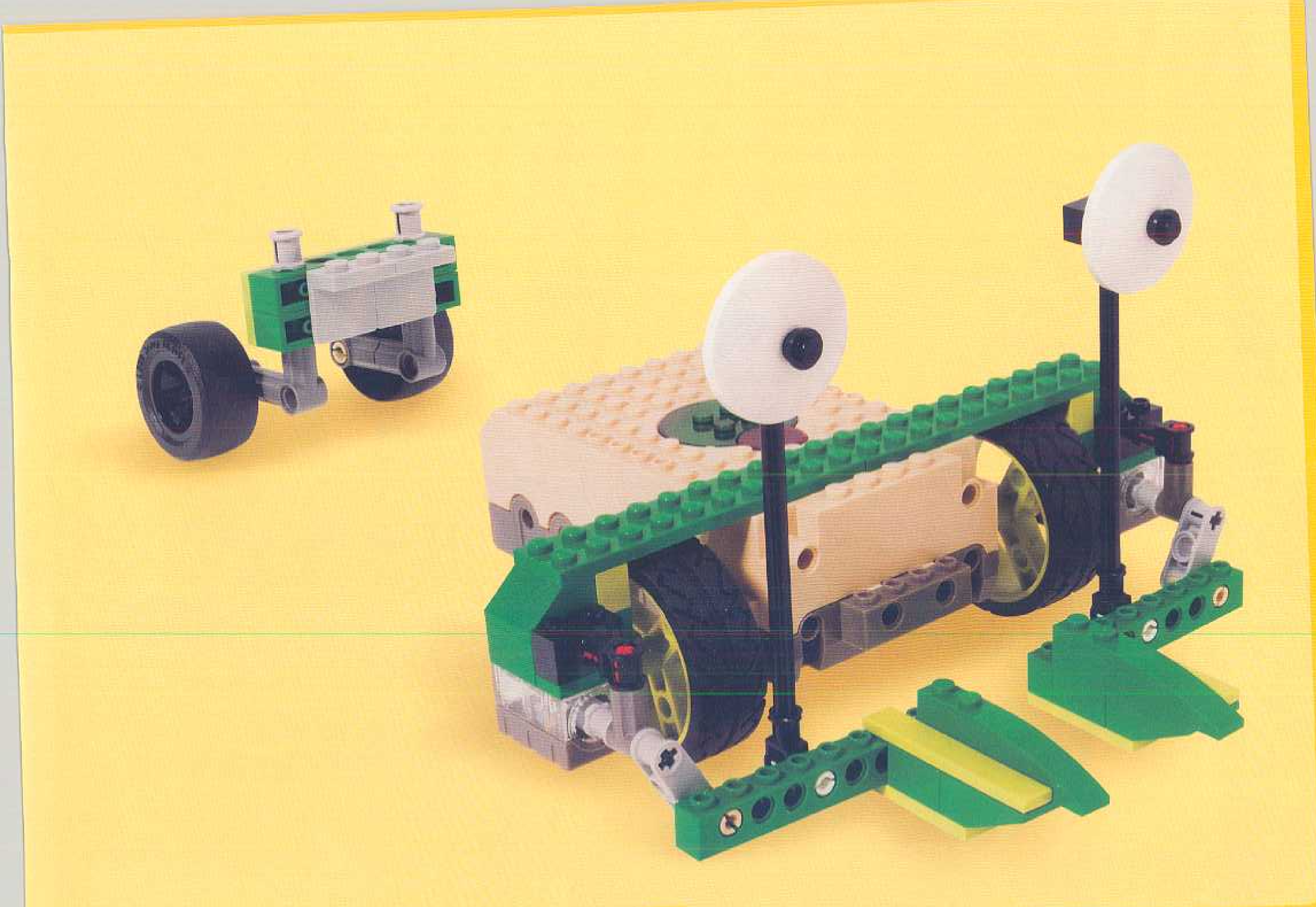






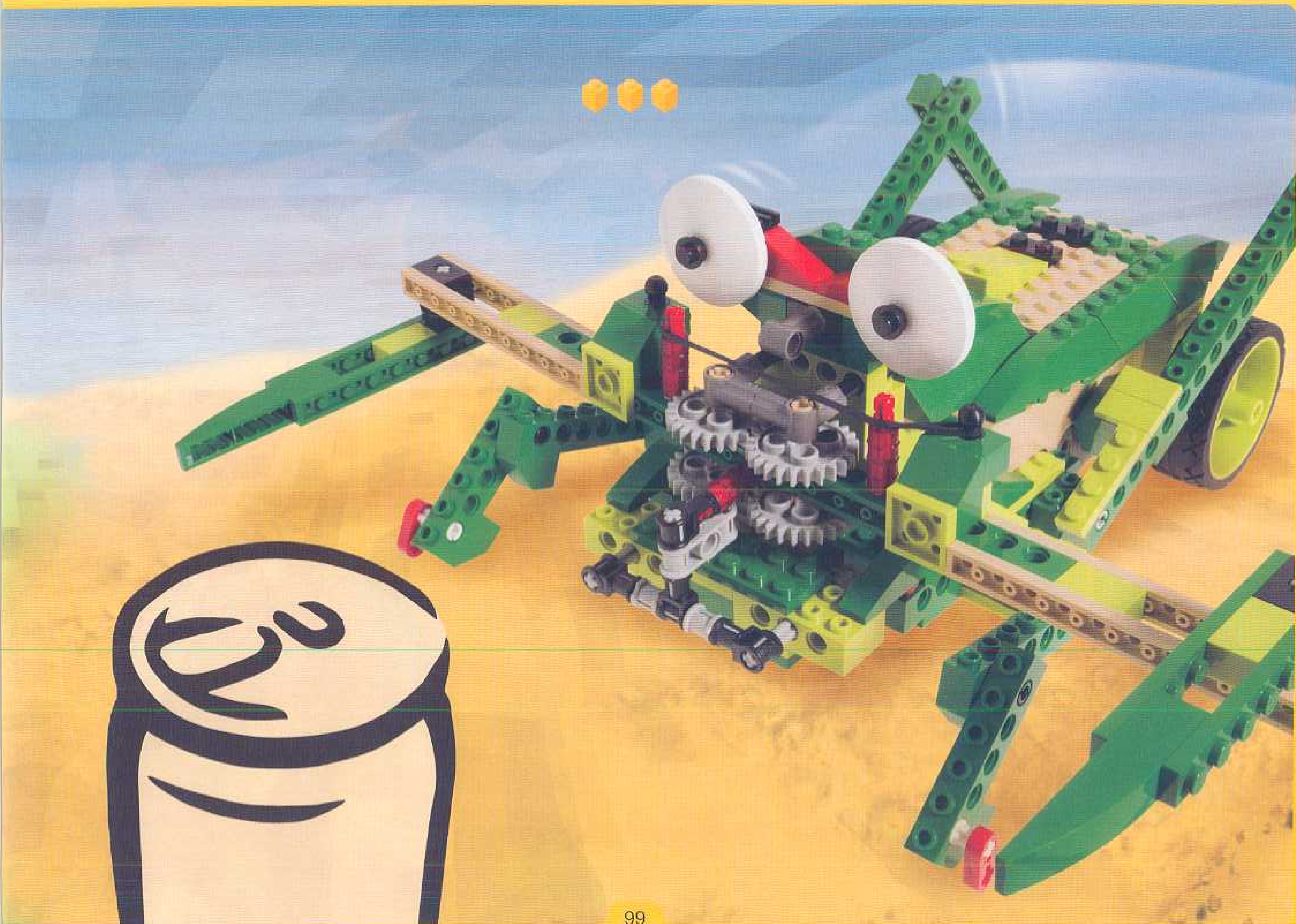


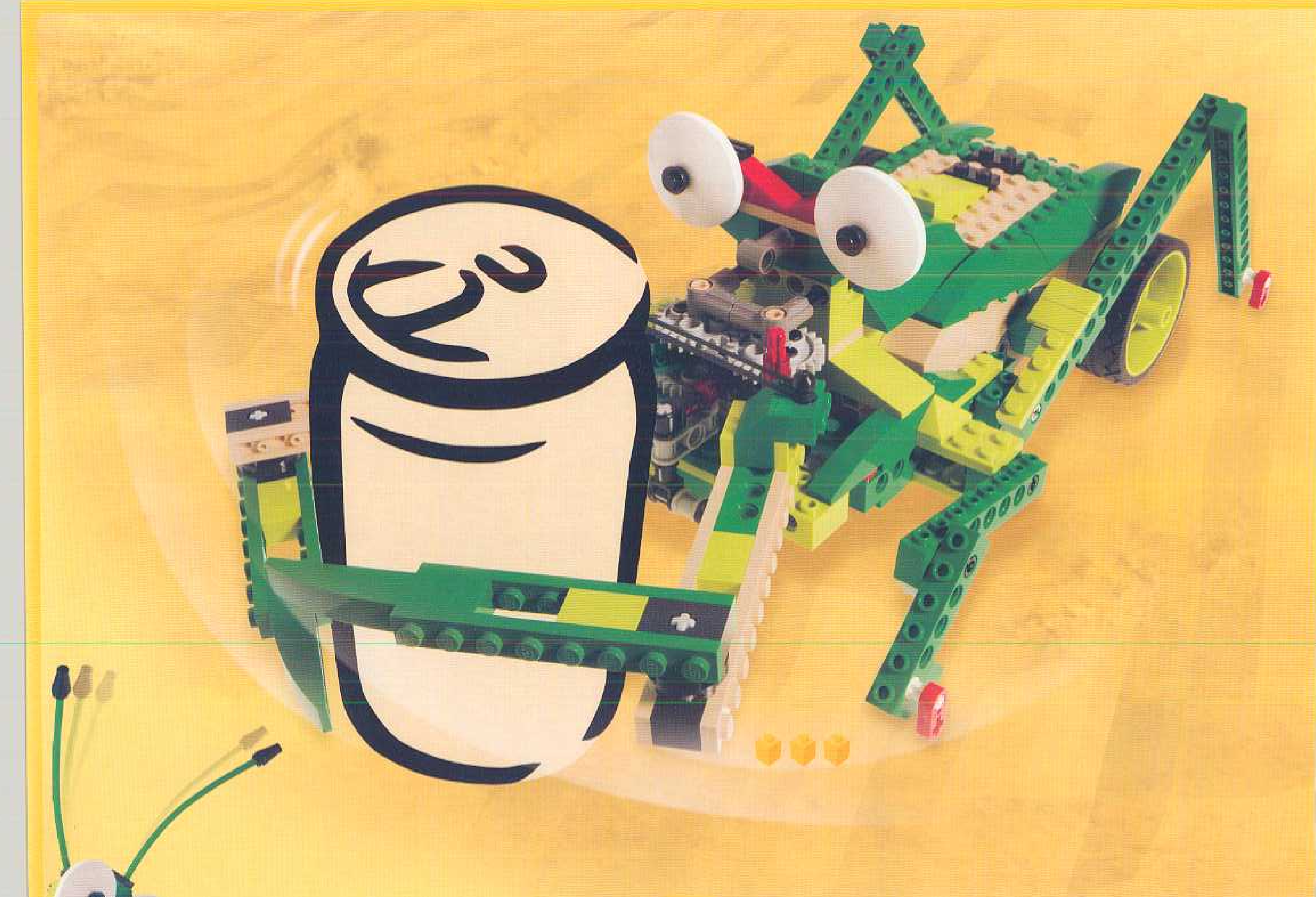




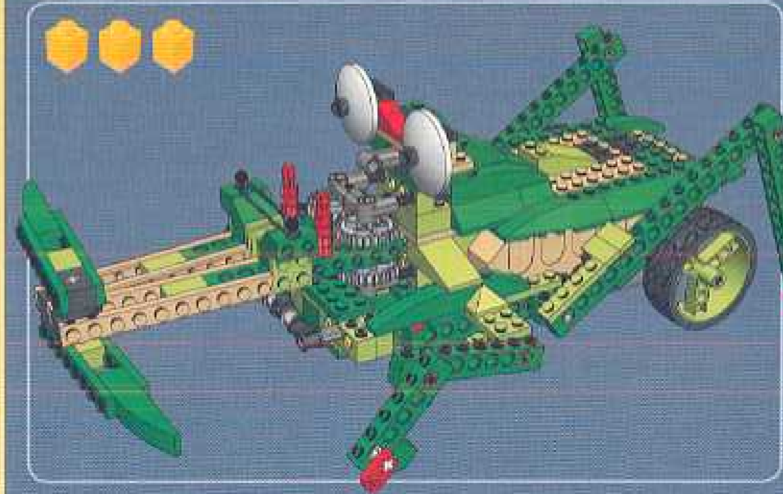


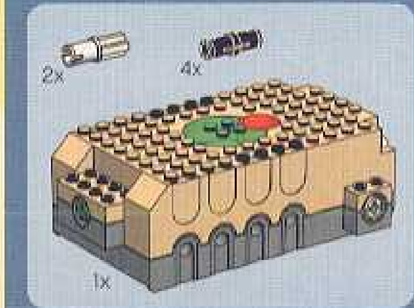




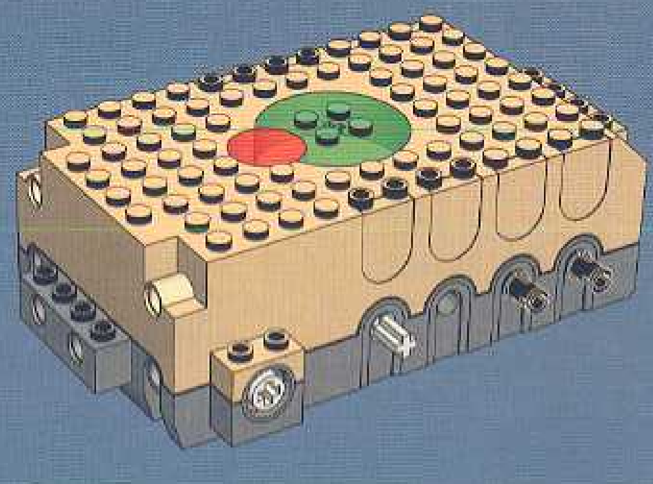


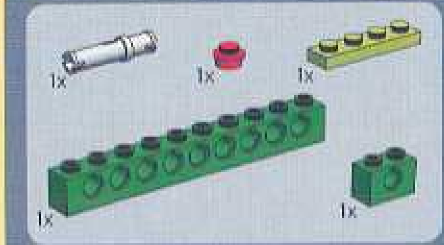






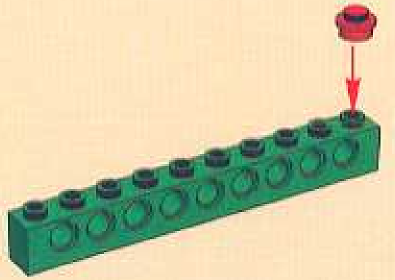
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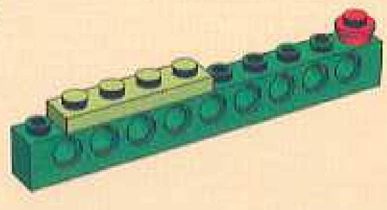


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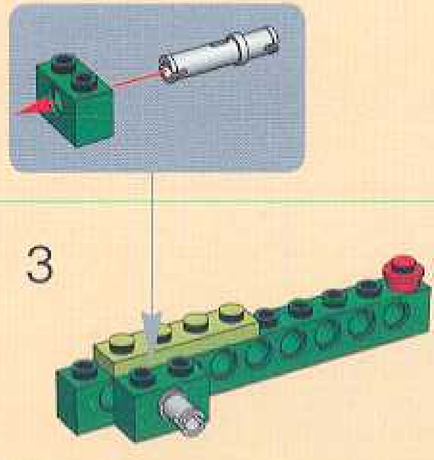
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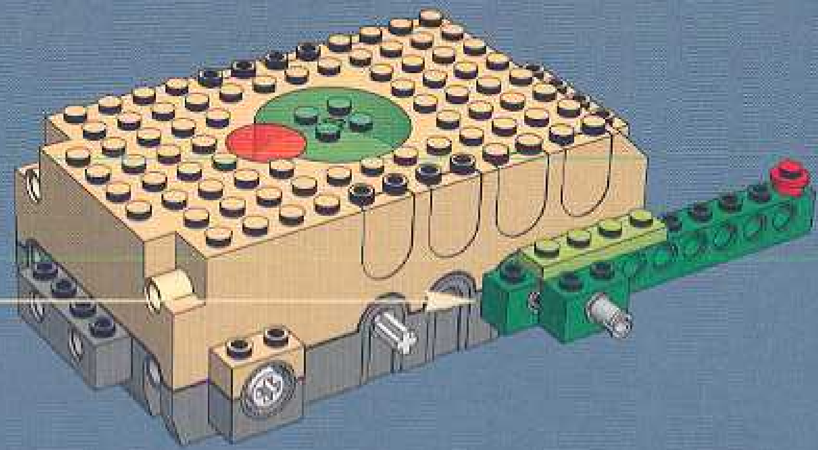
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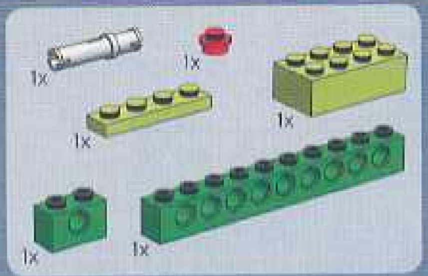


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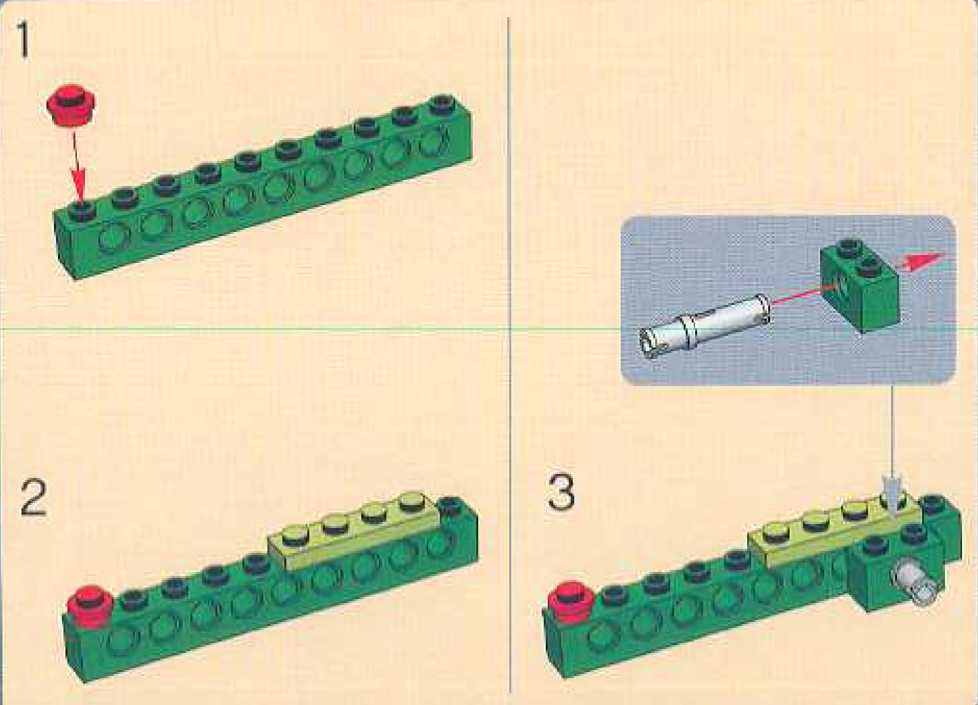


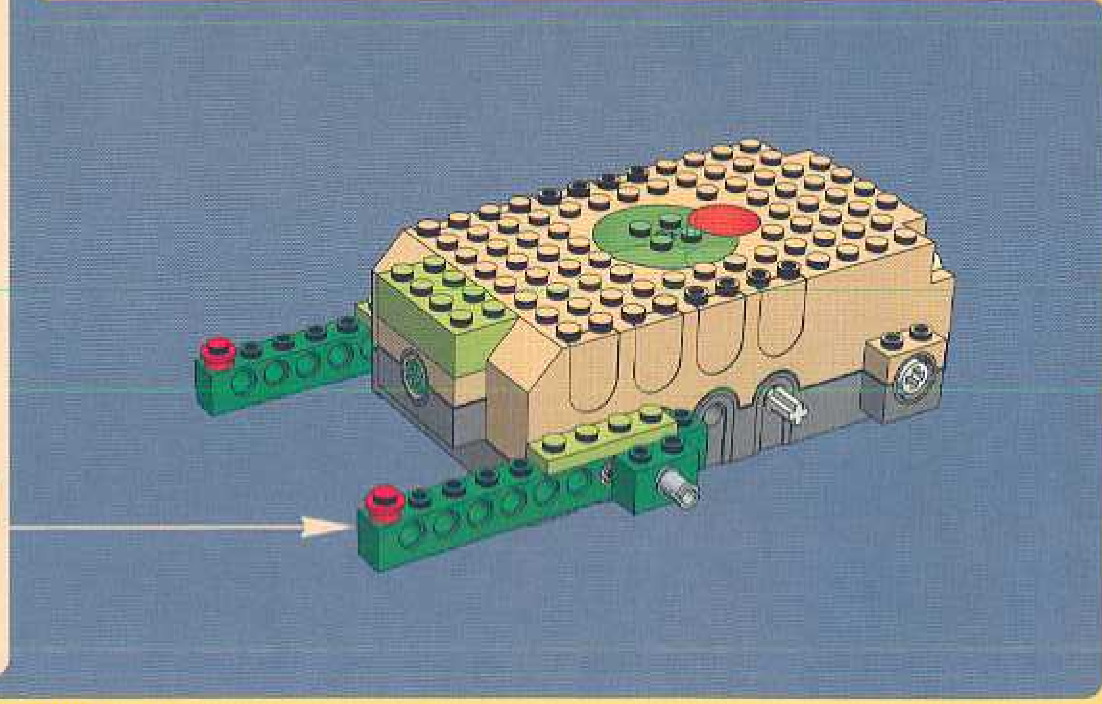


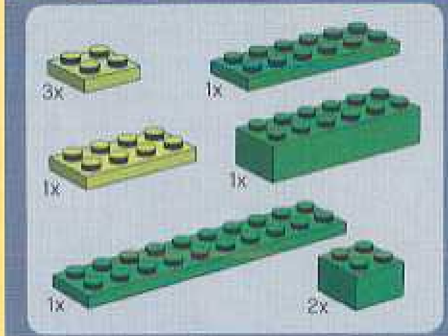


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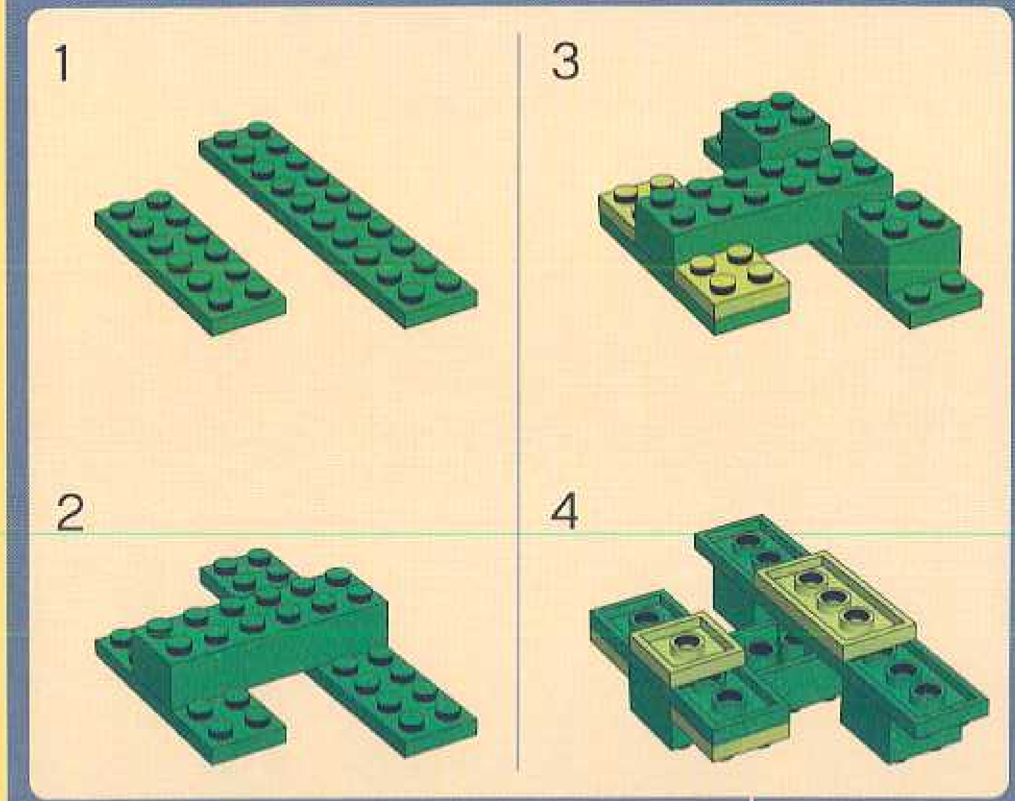


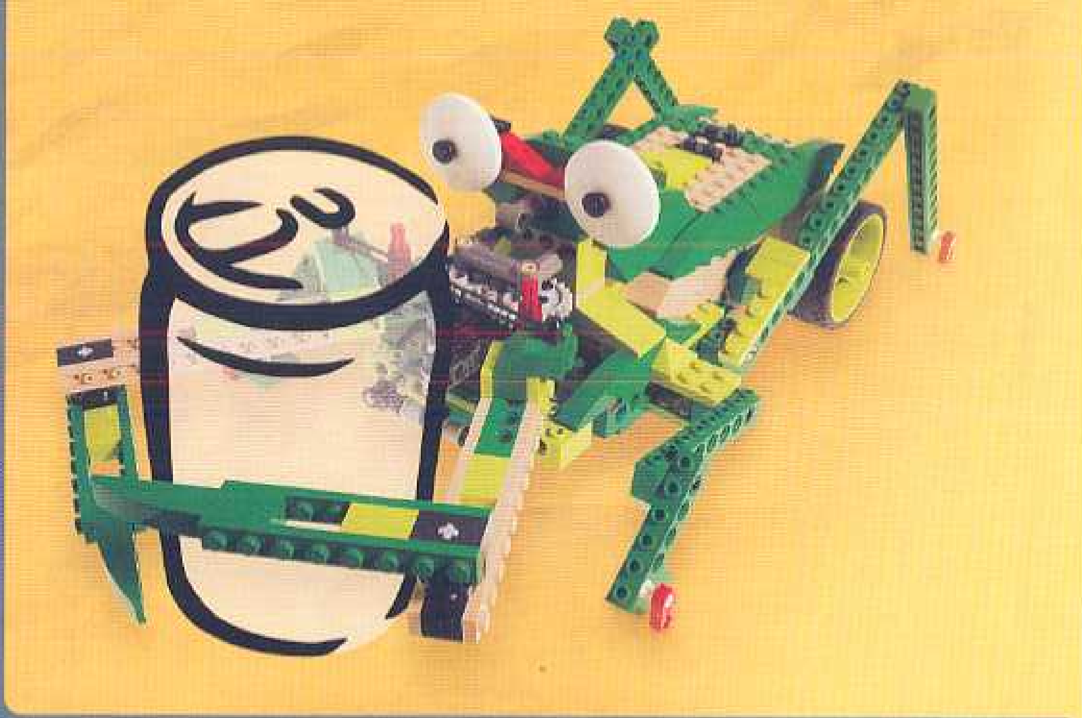


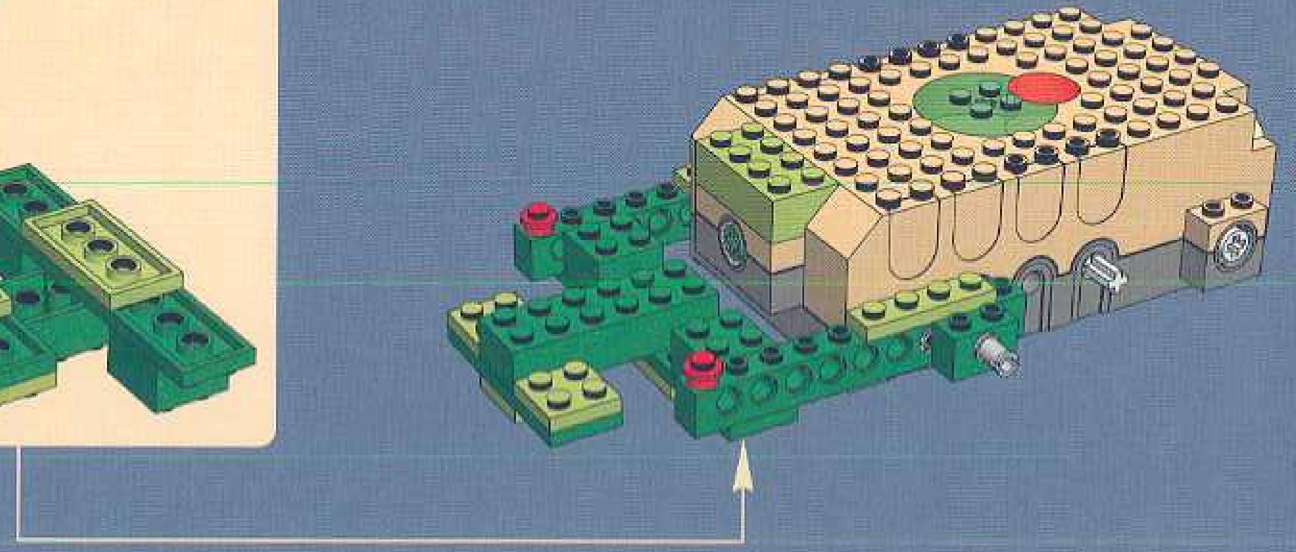




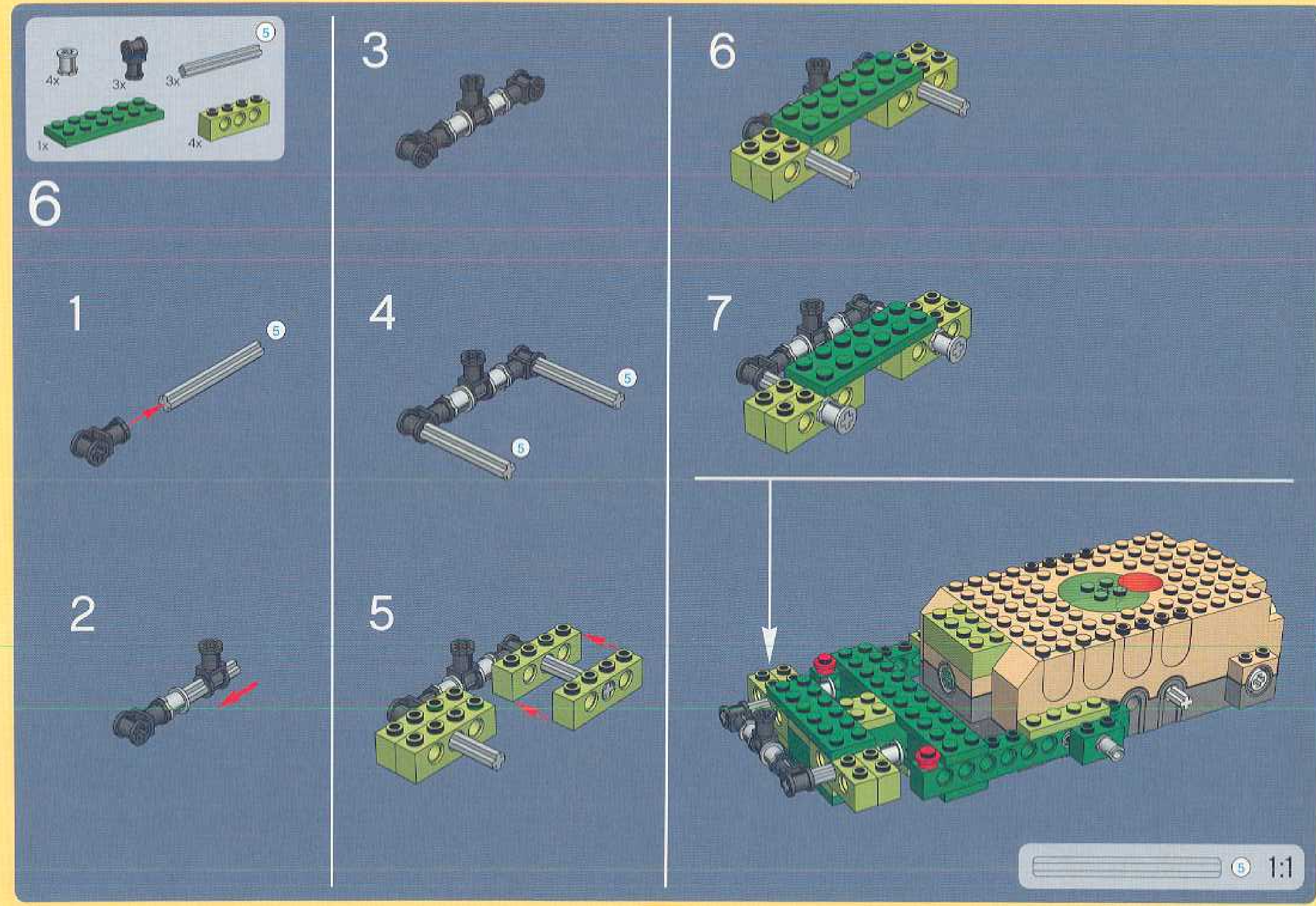
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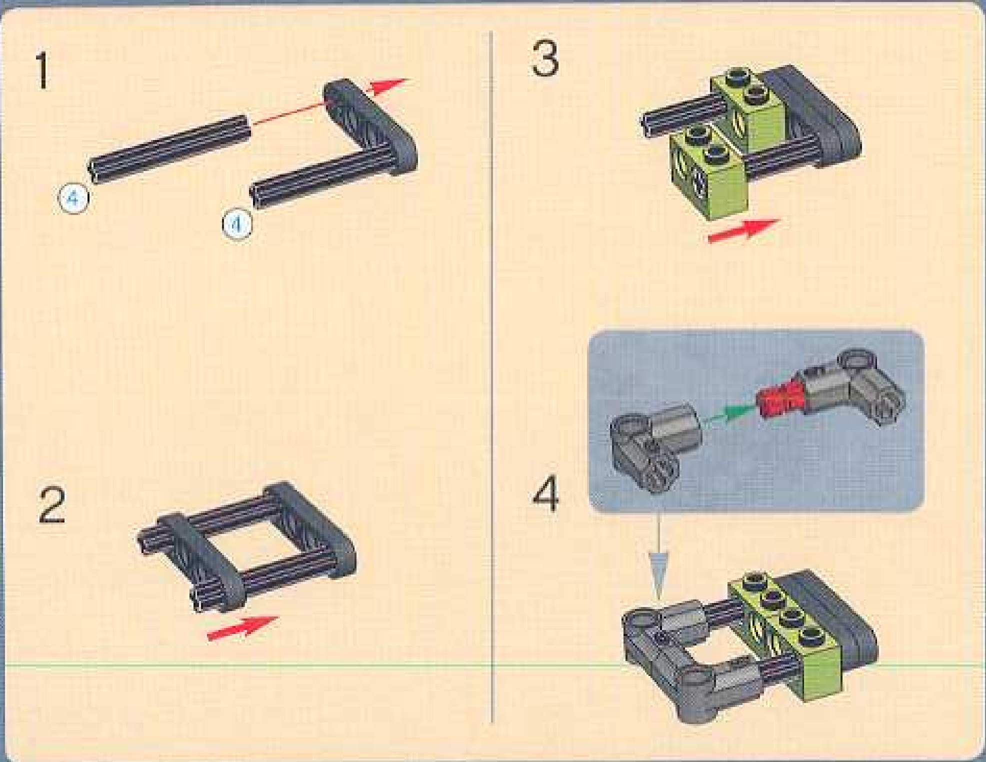


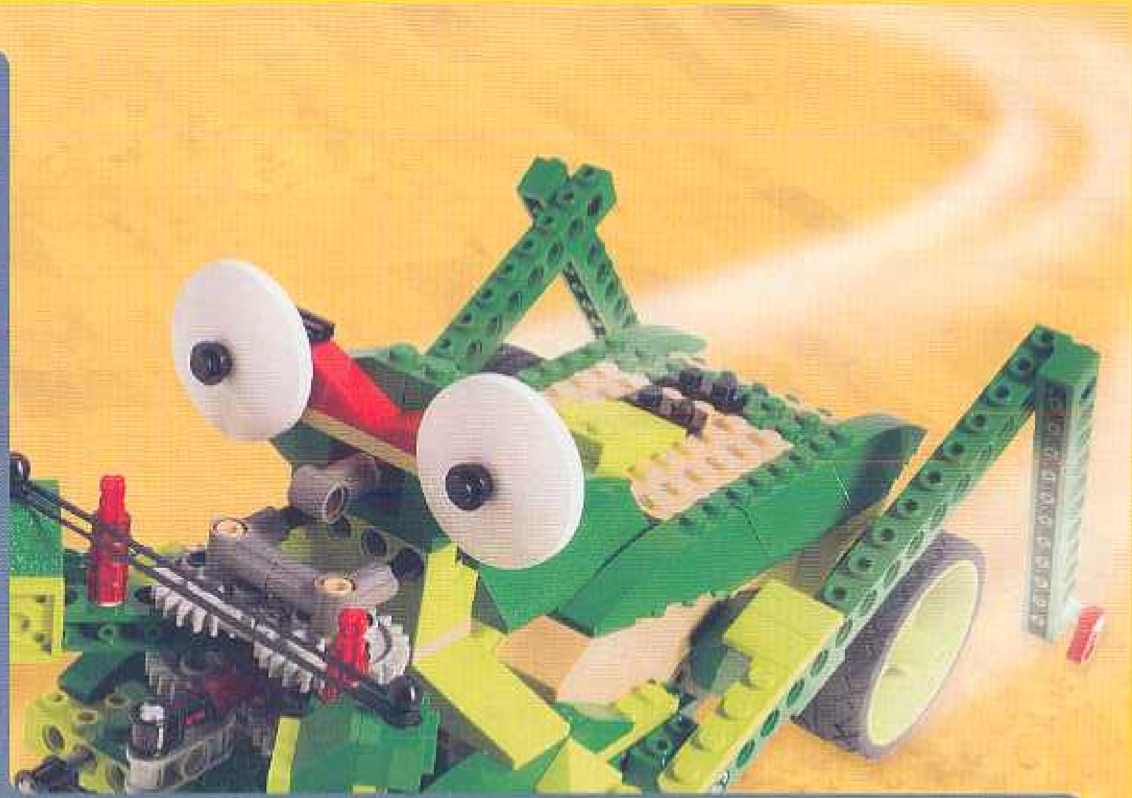

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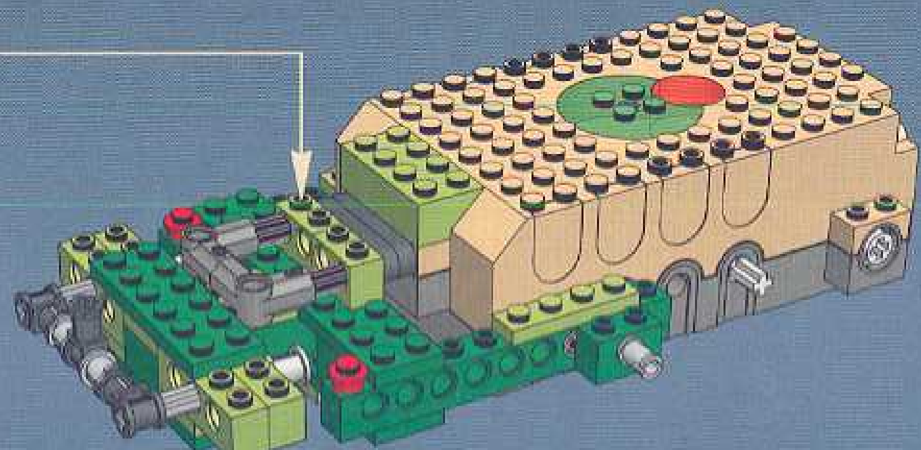

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1:1



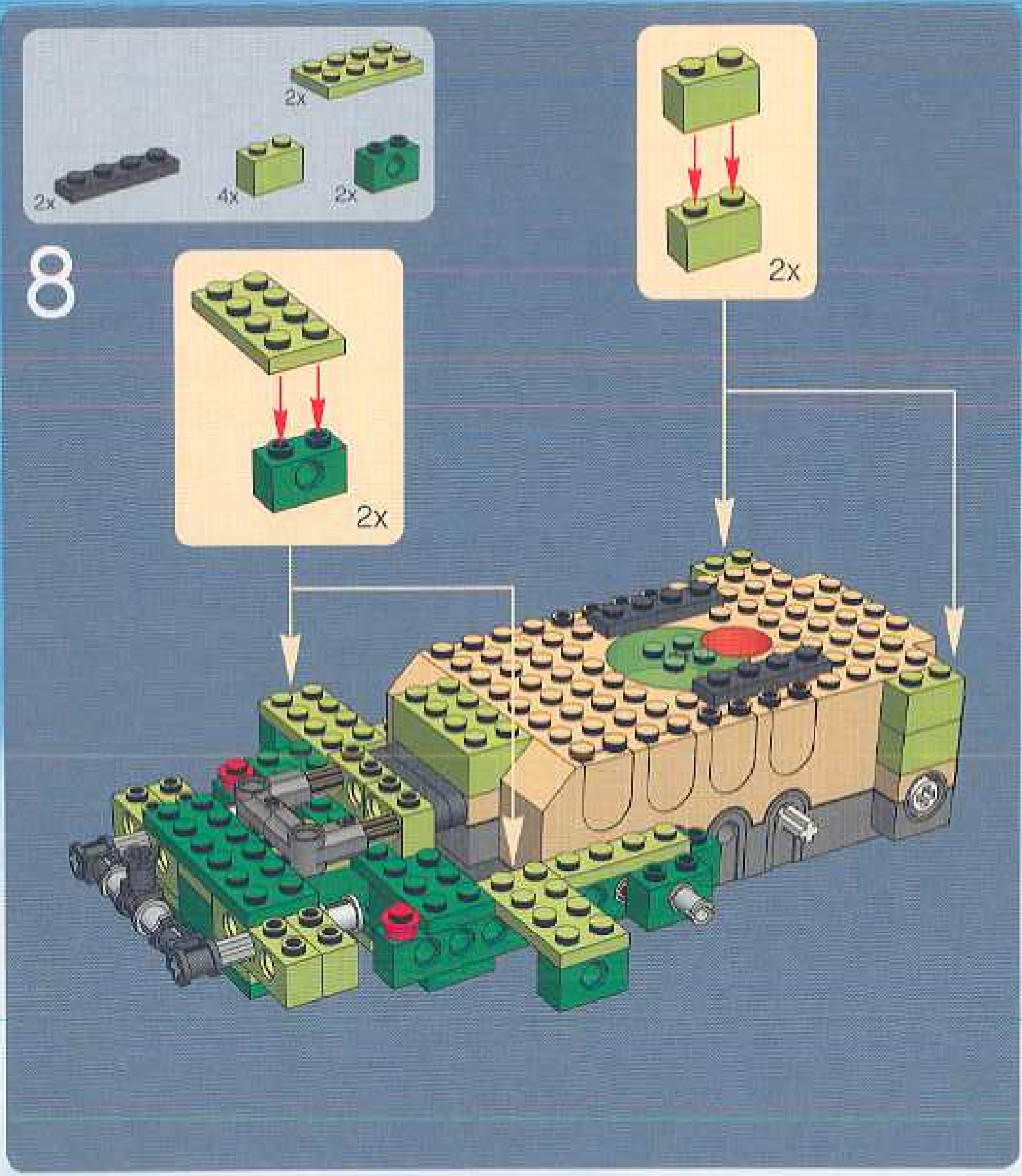
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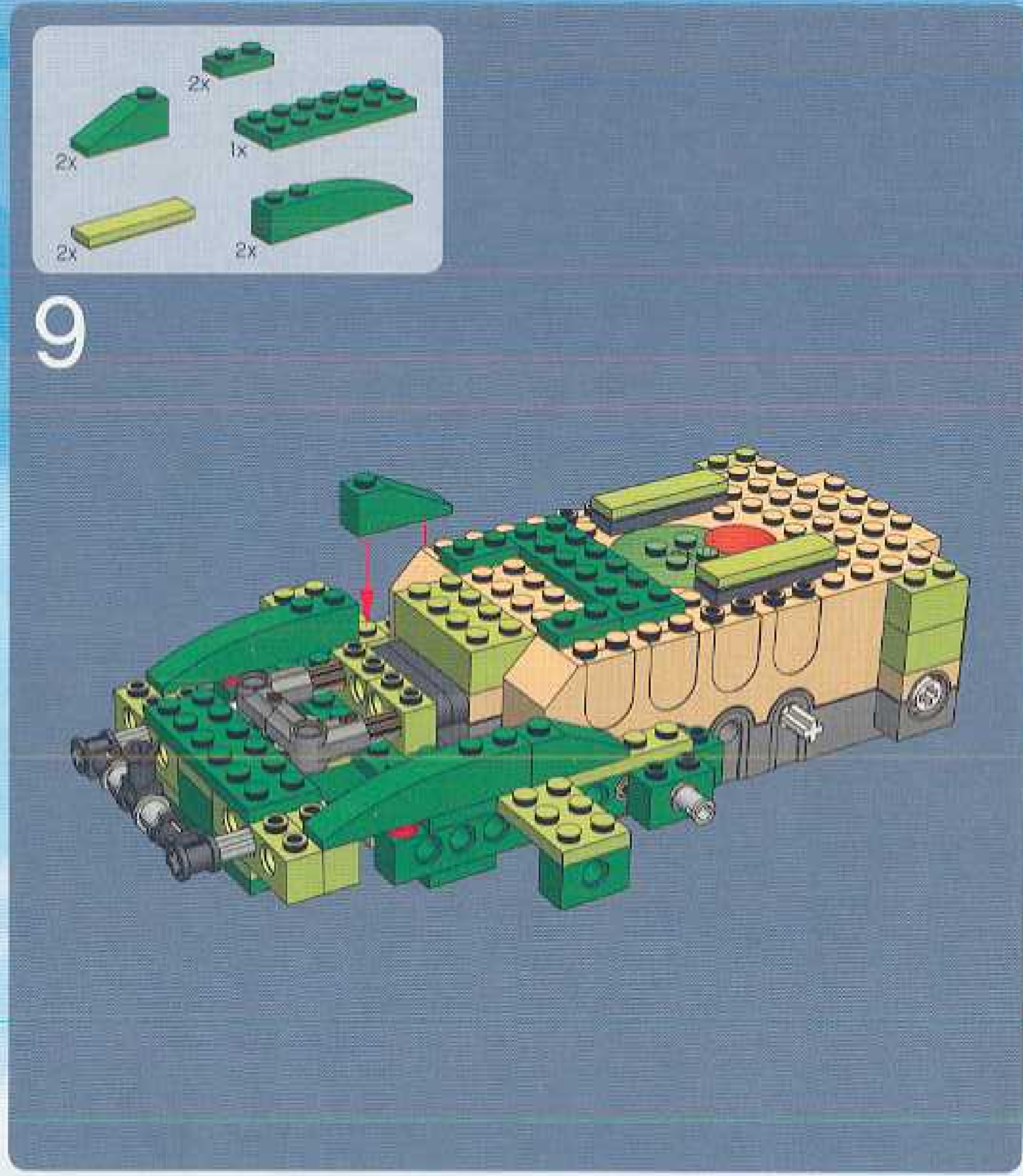






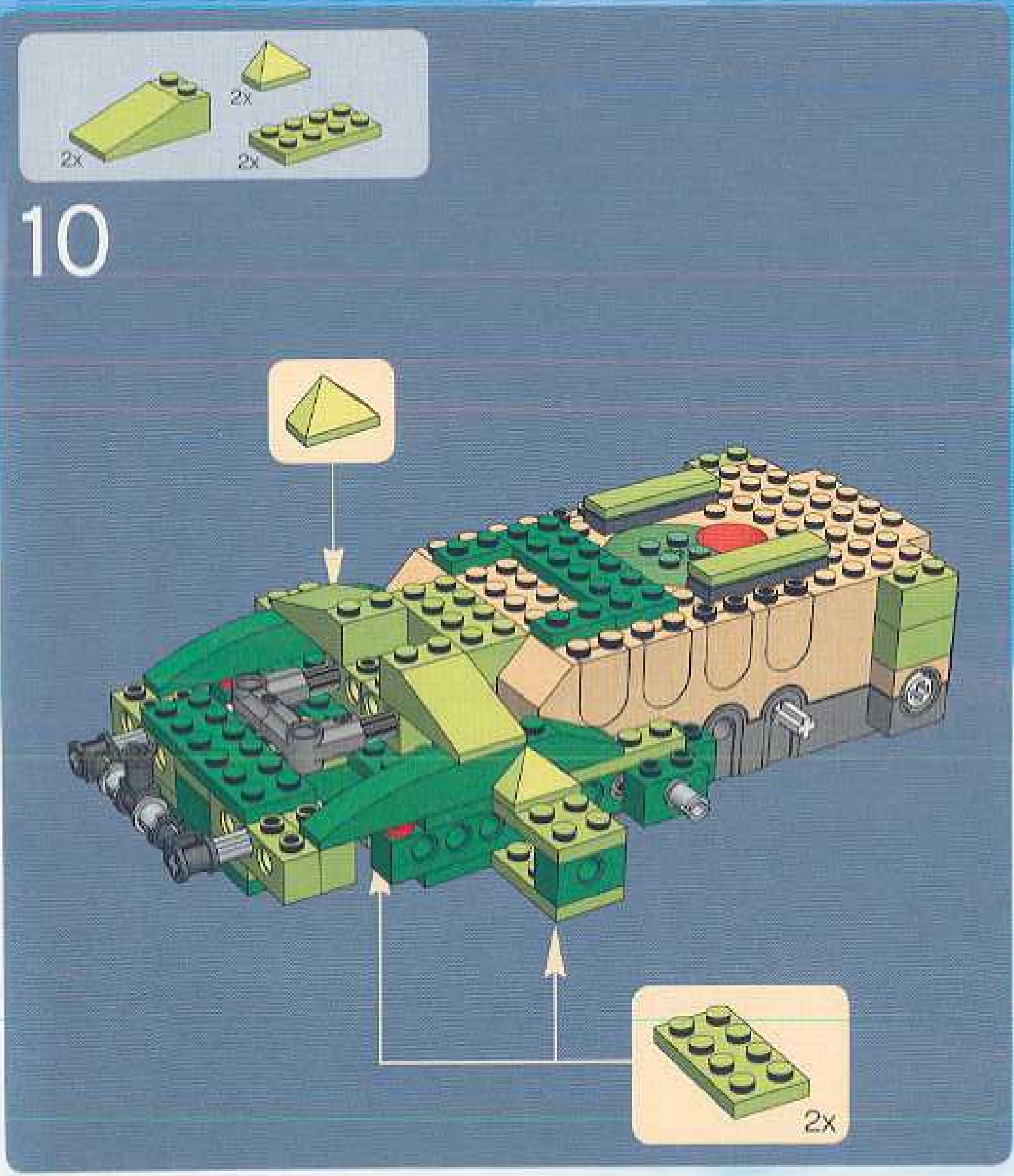


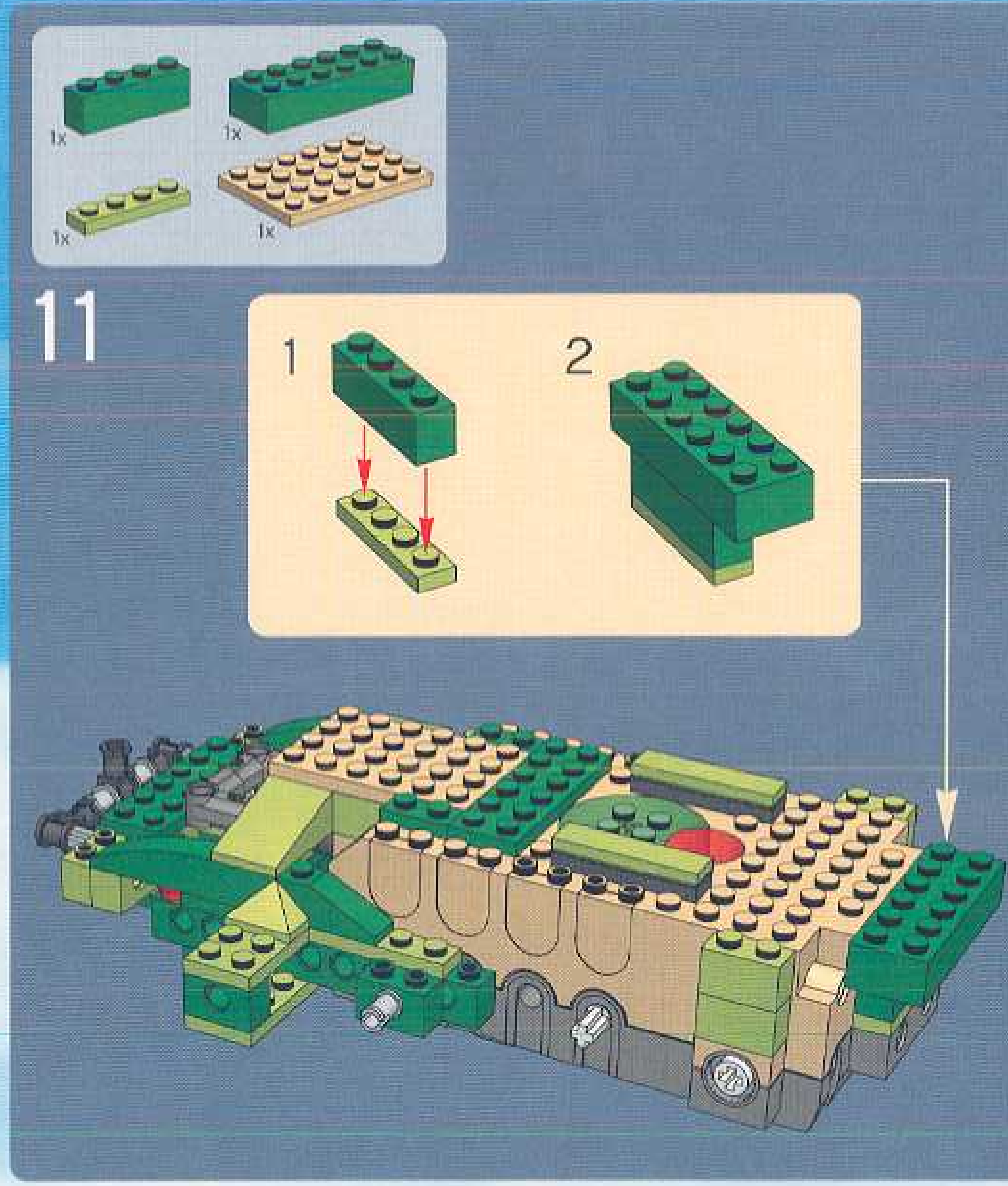

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9
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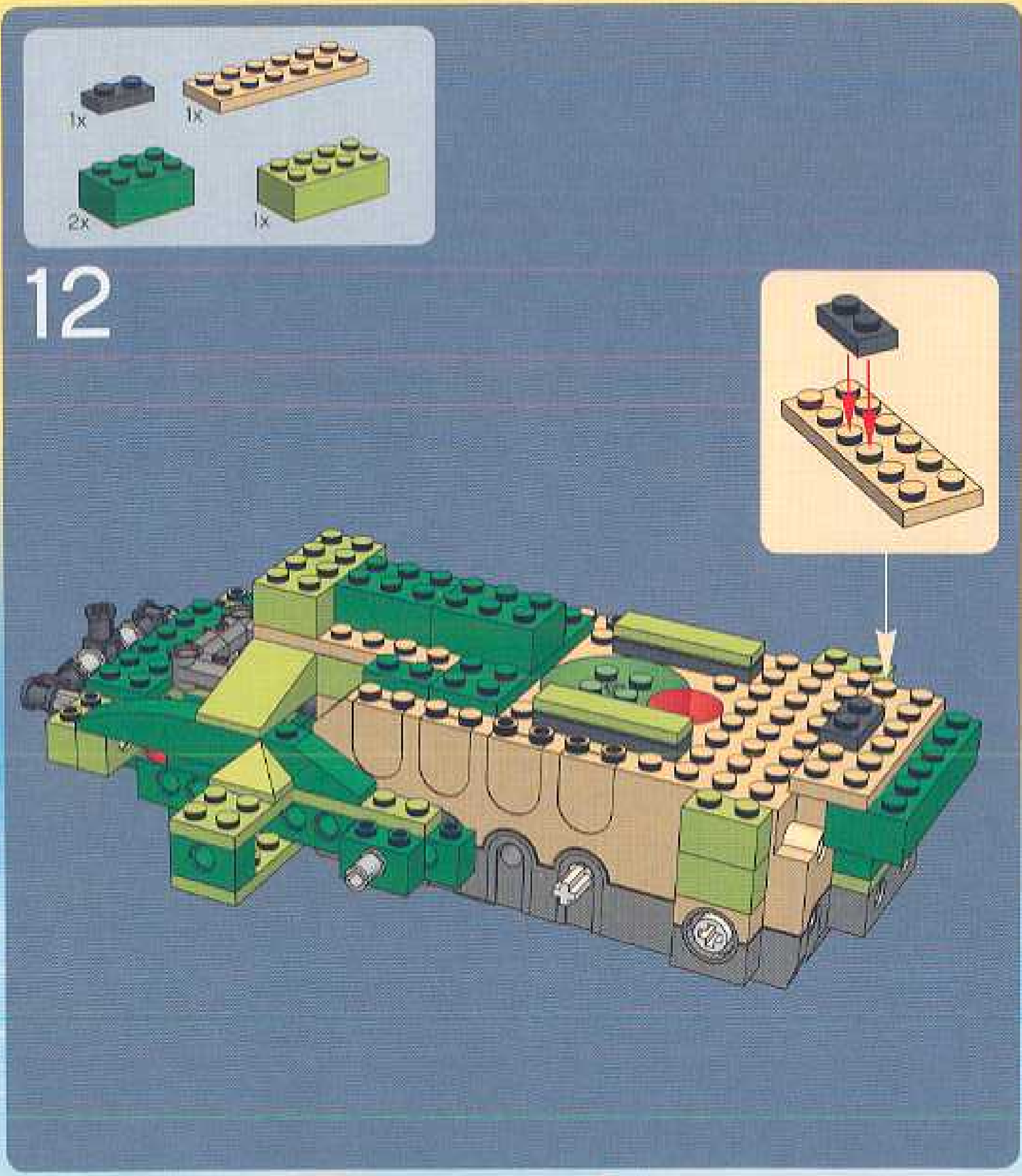


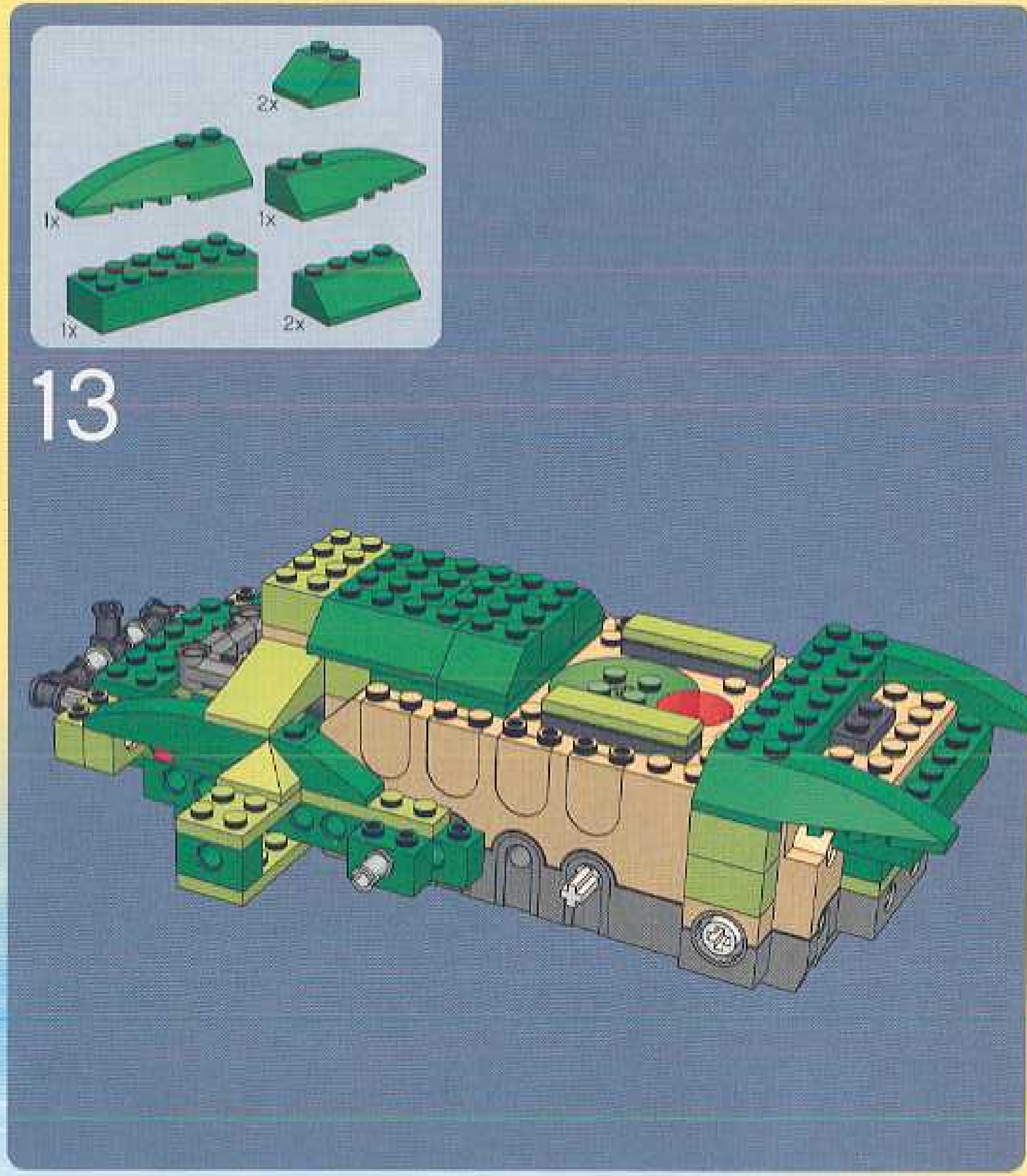


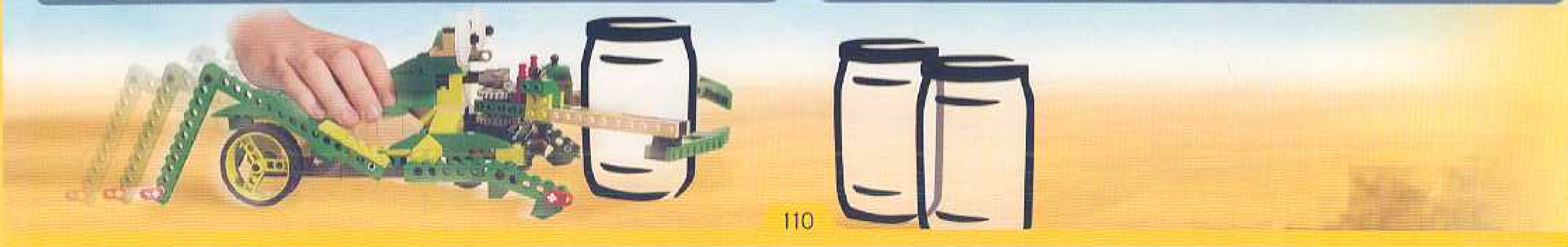

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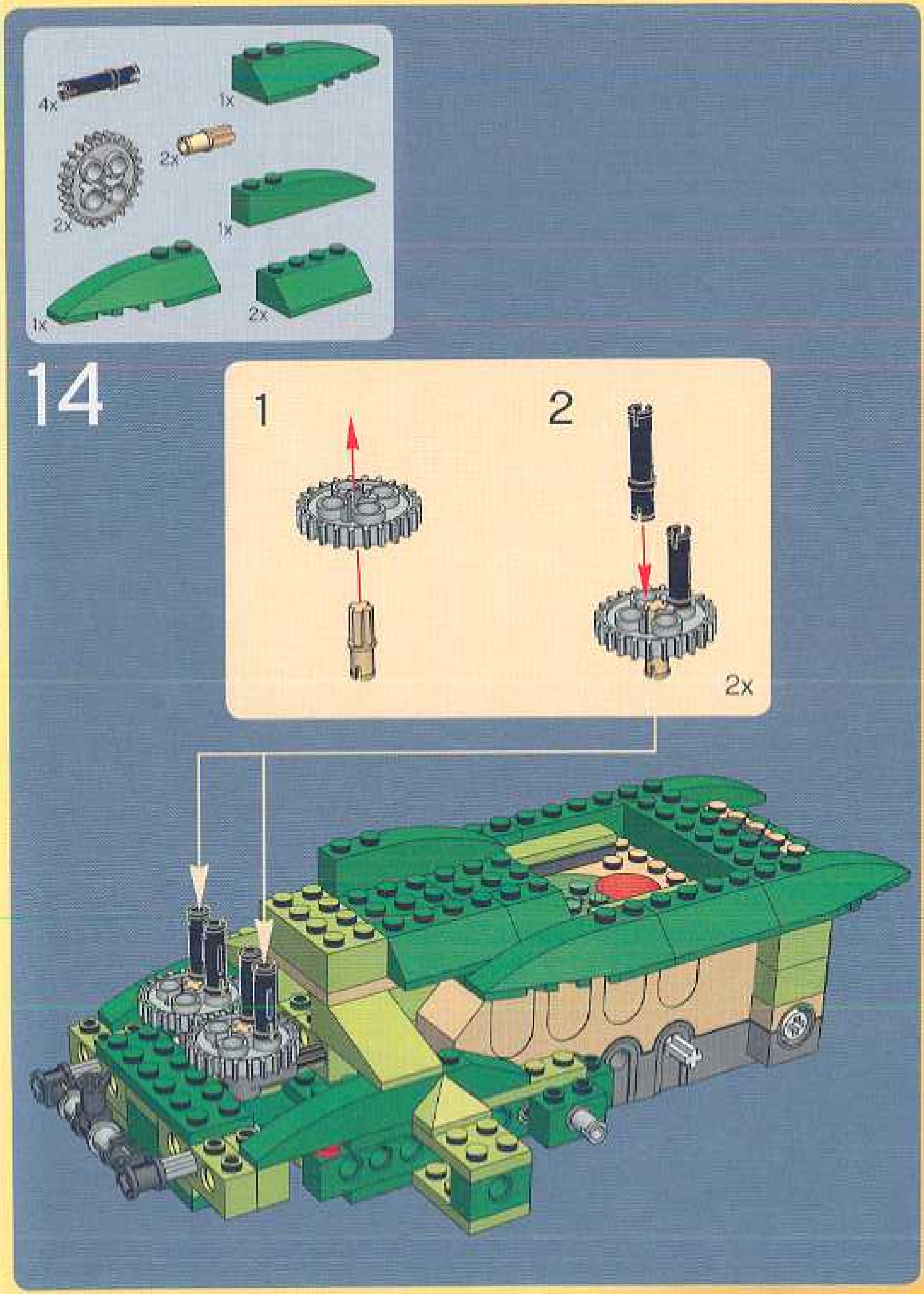

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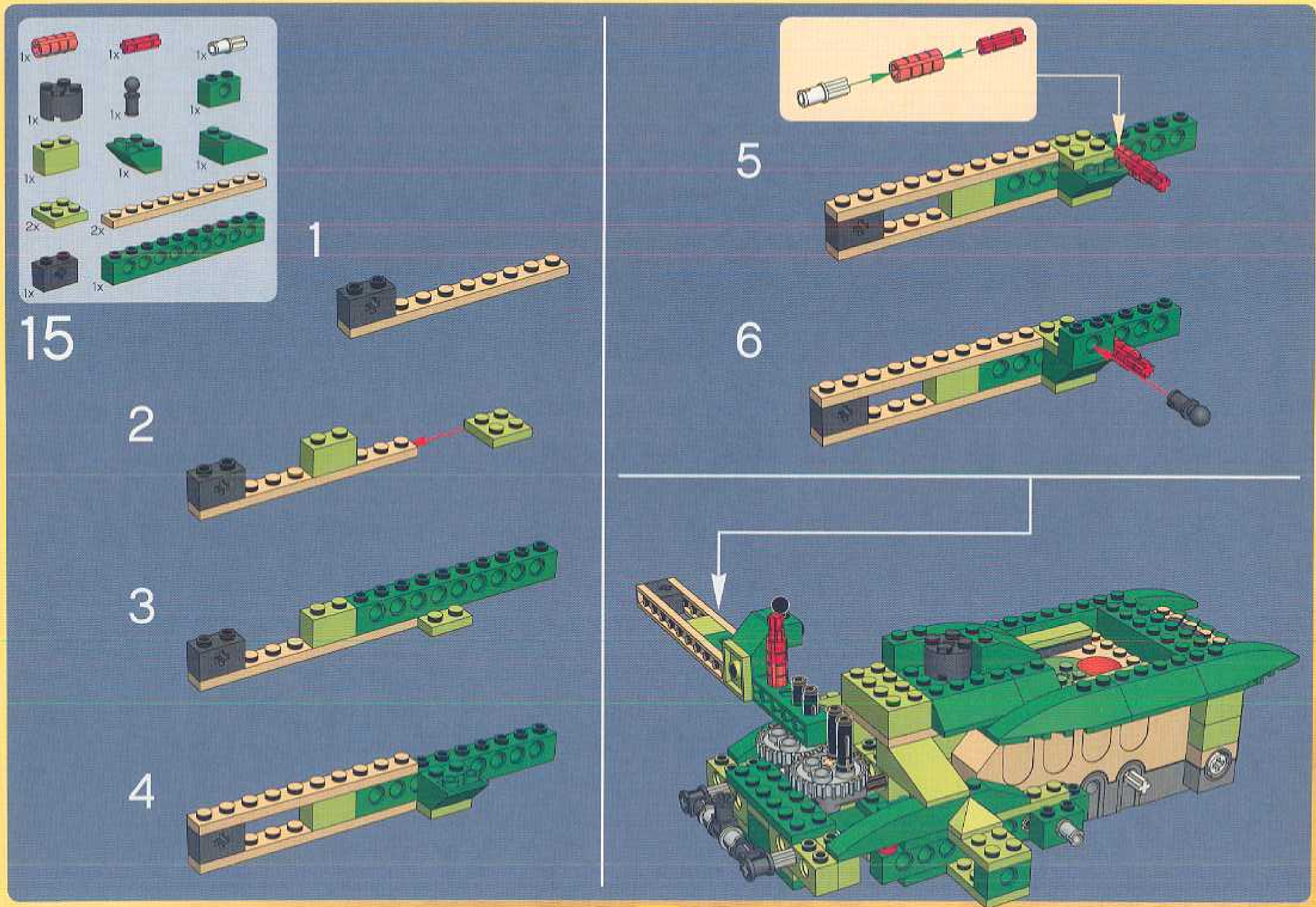

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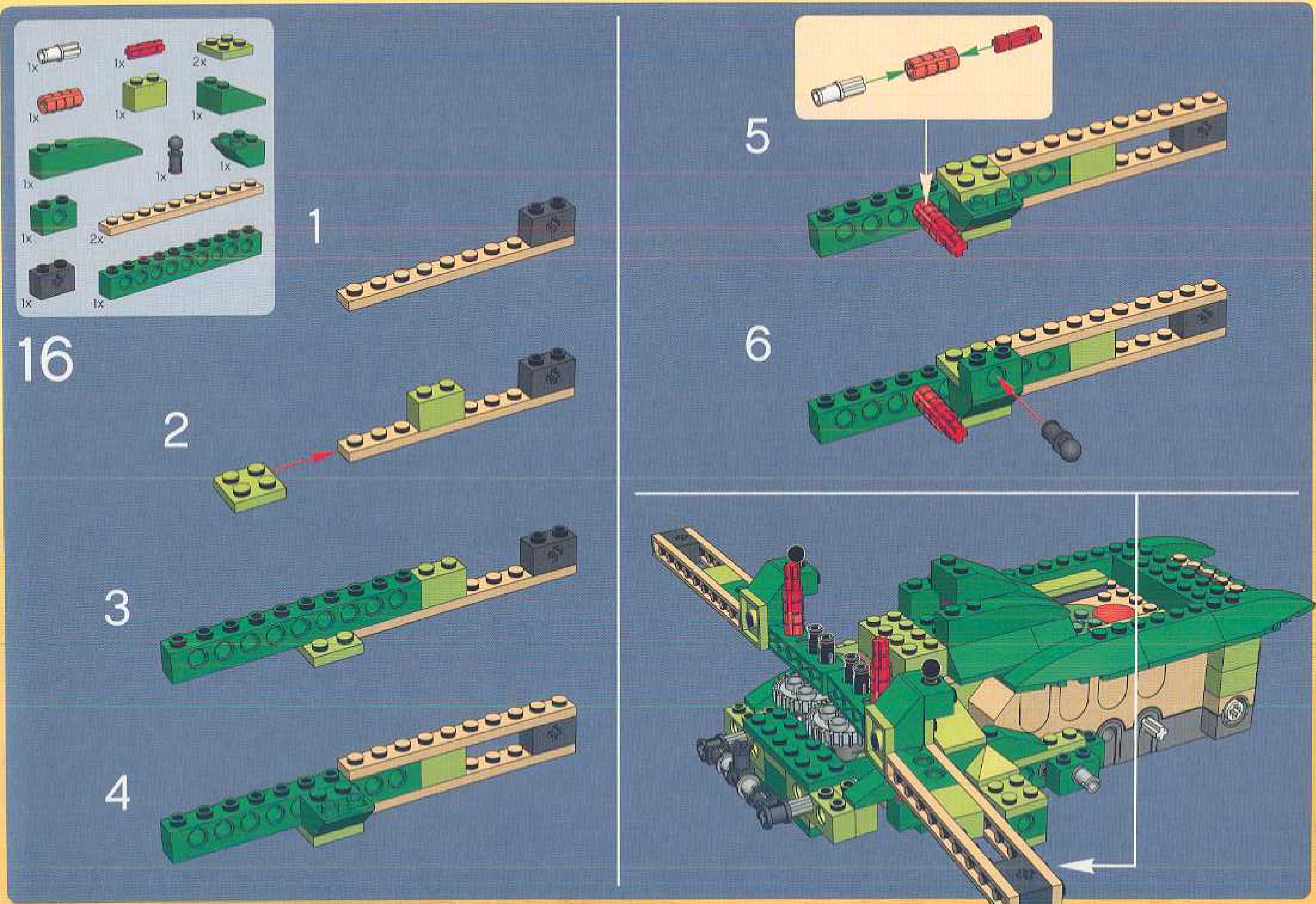

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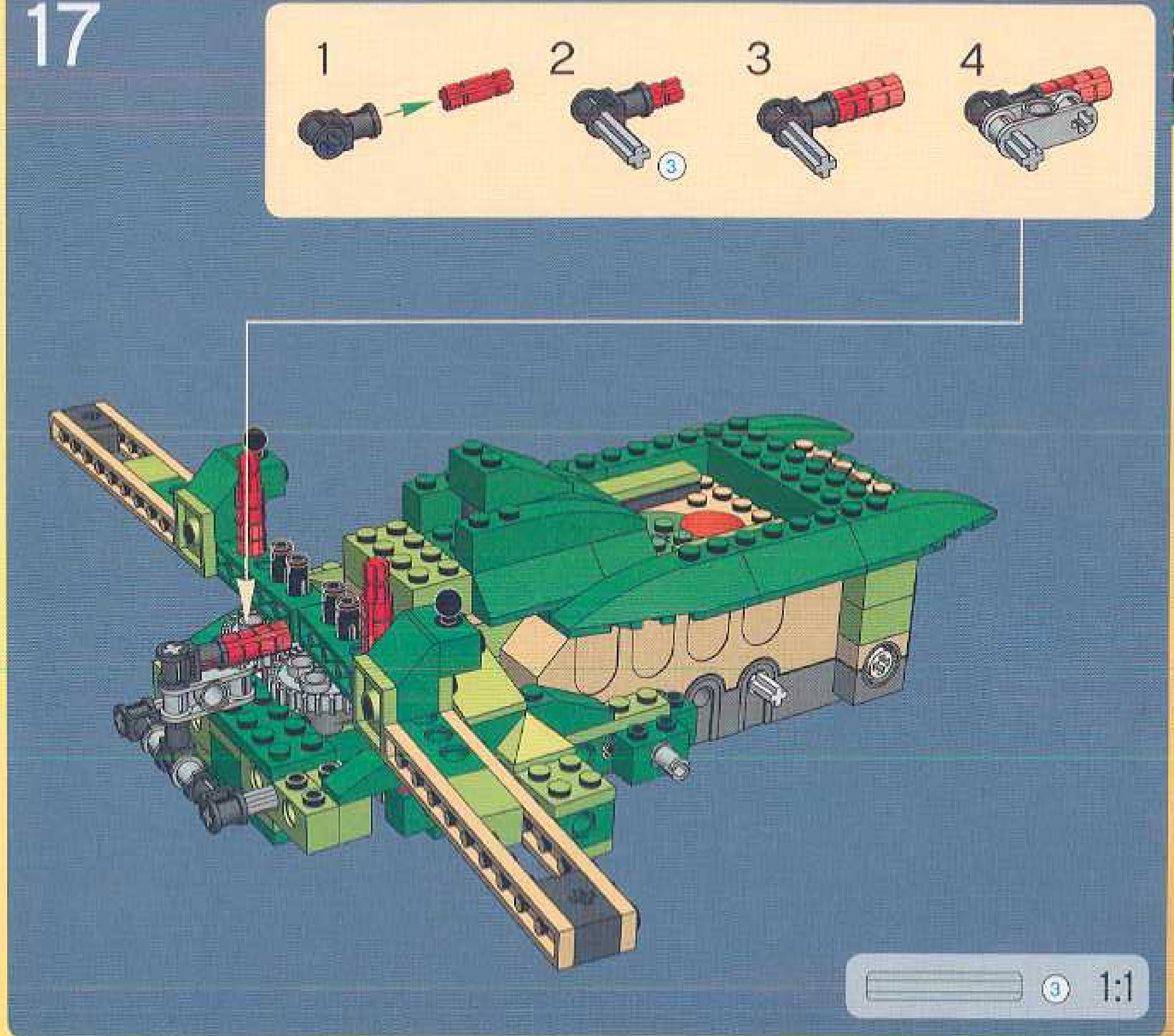

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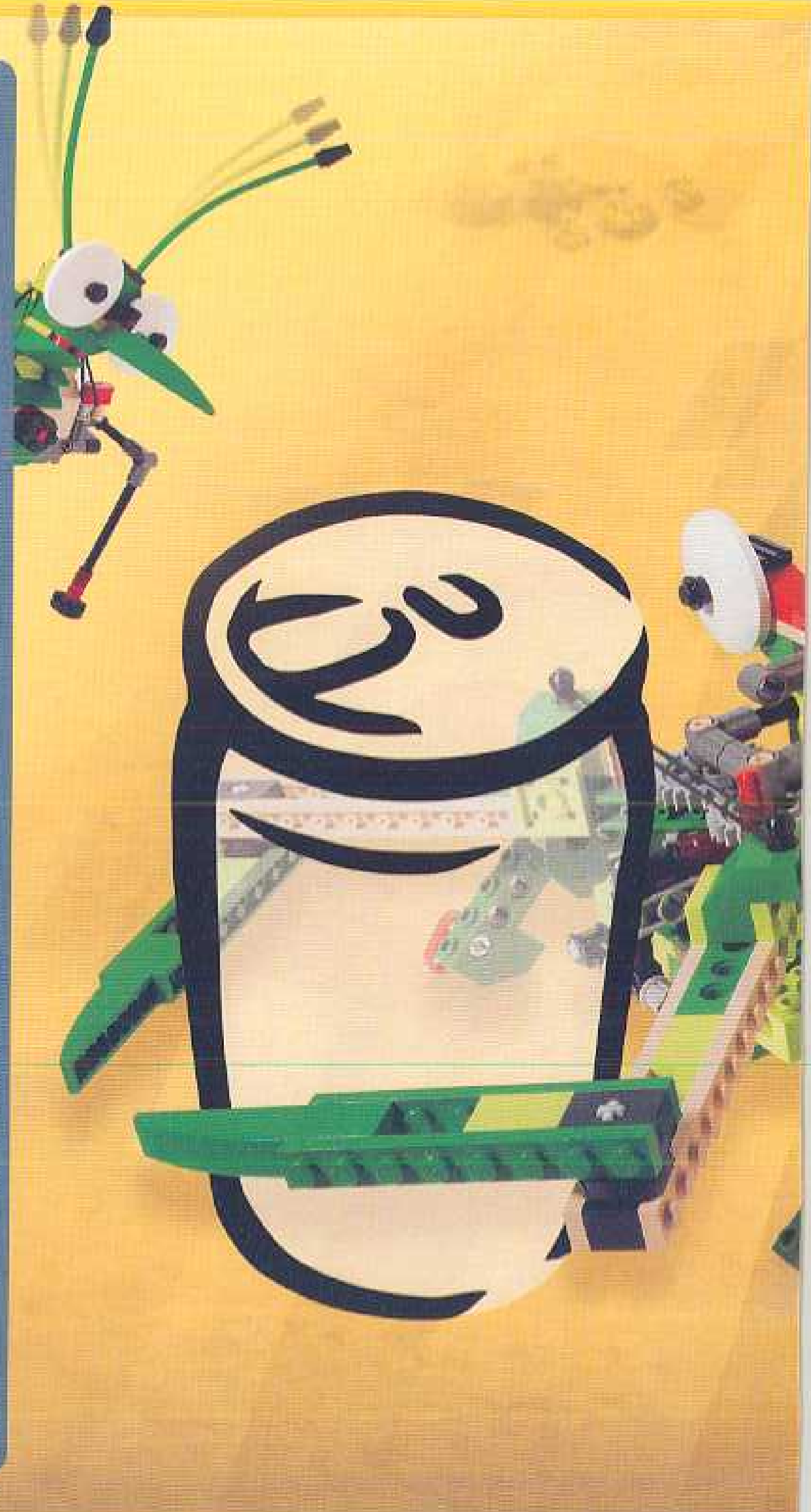


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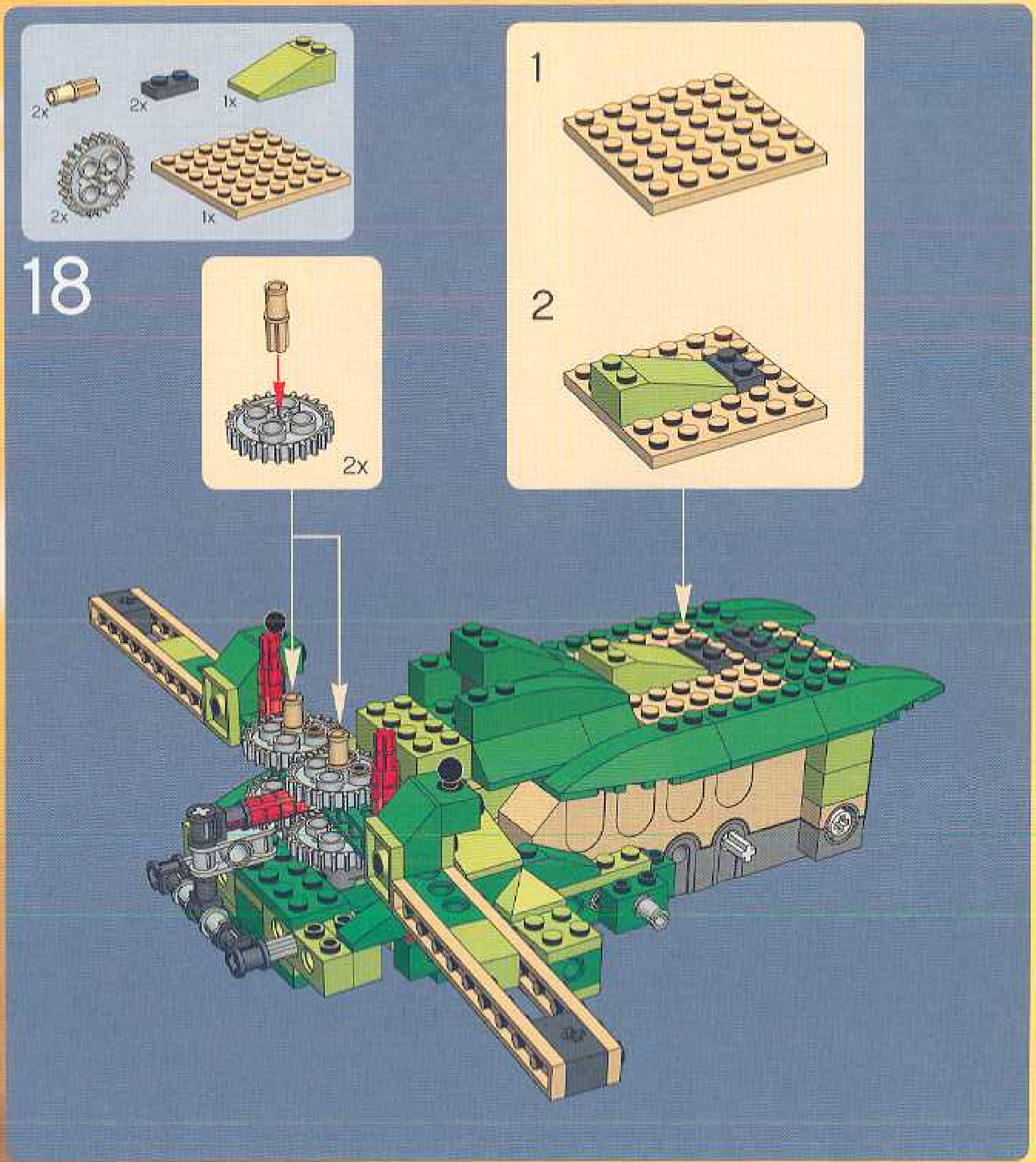


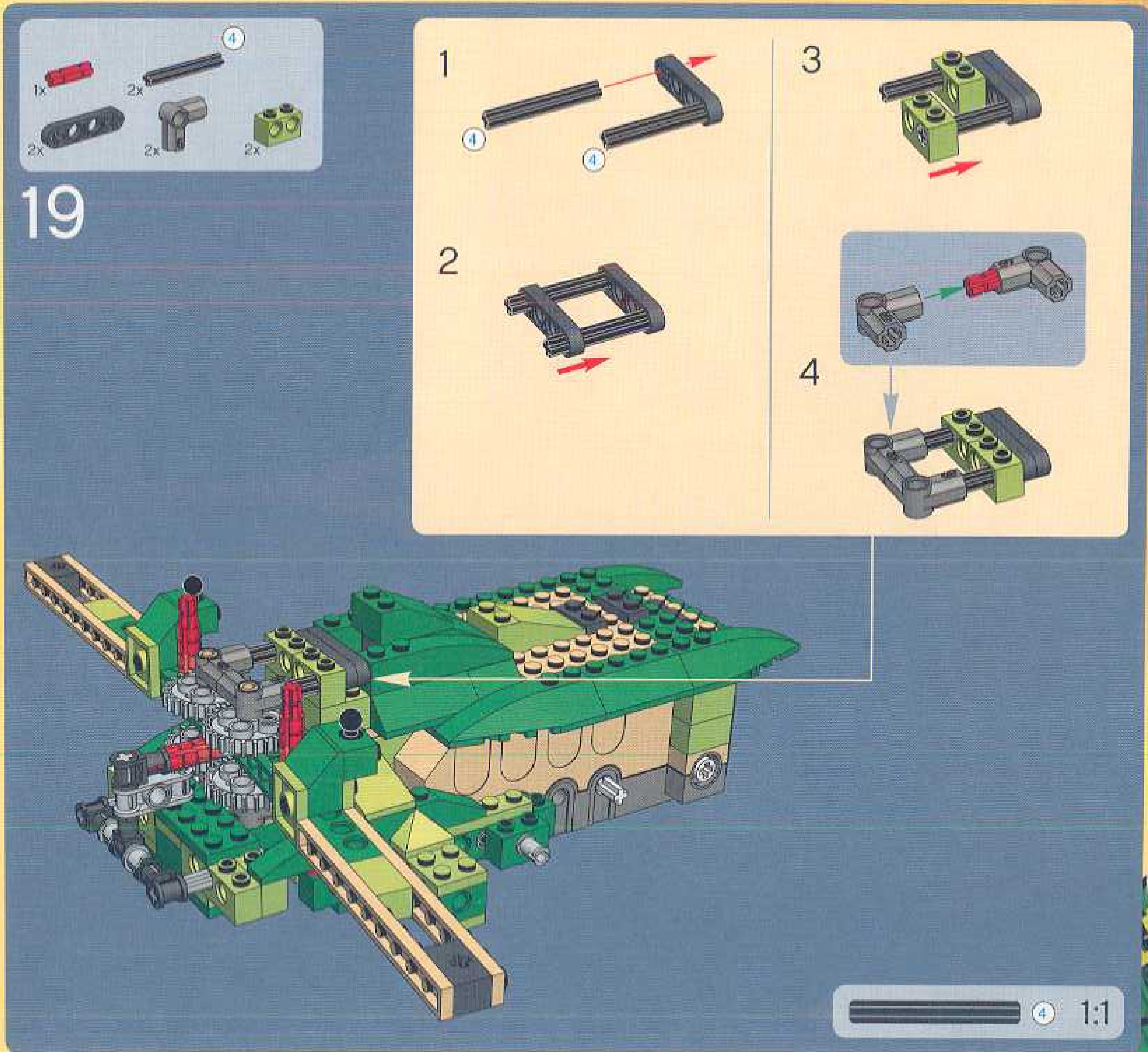
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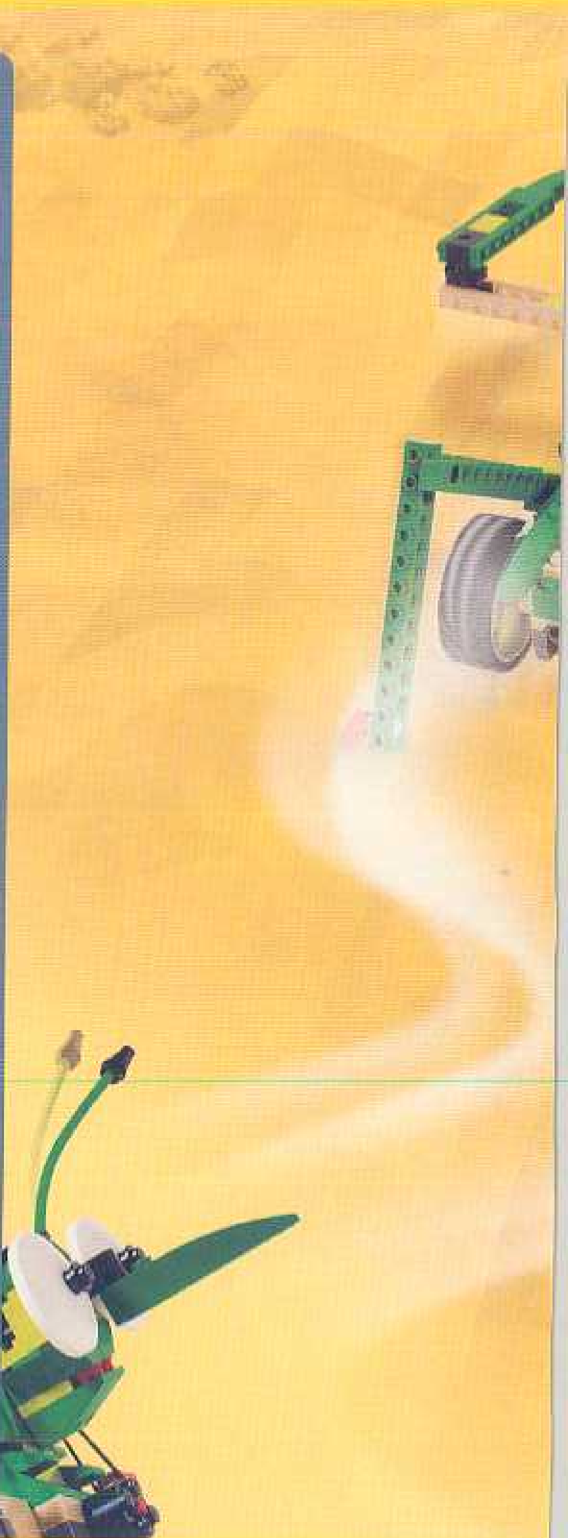




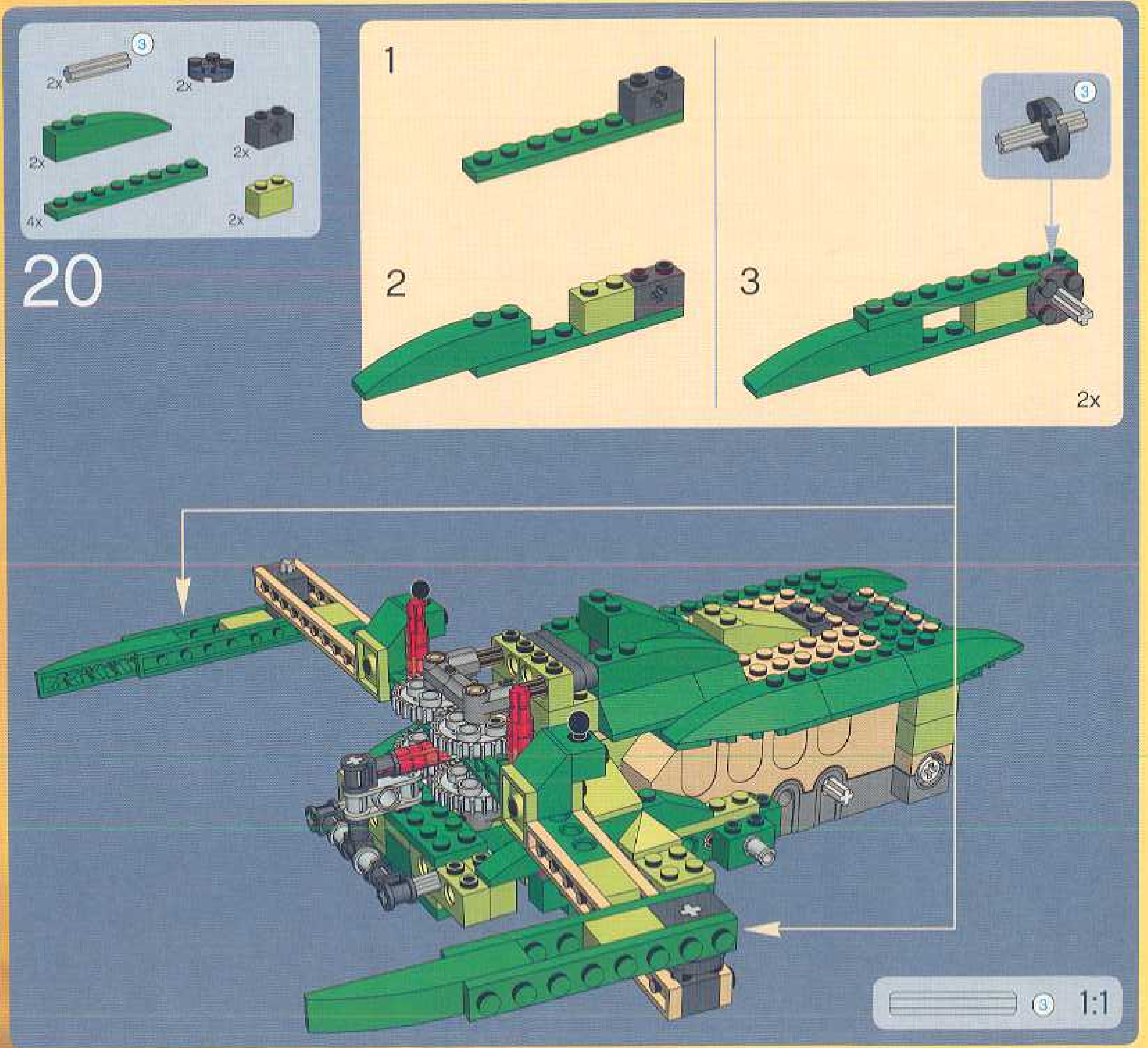

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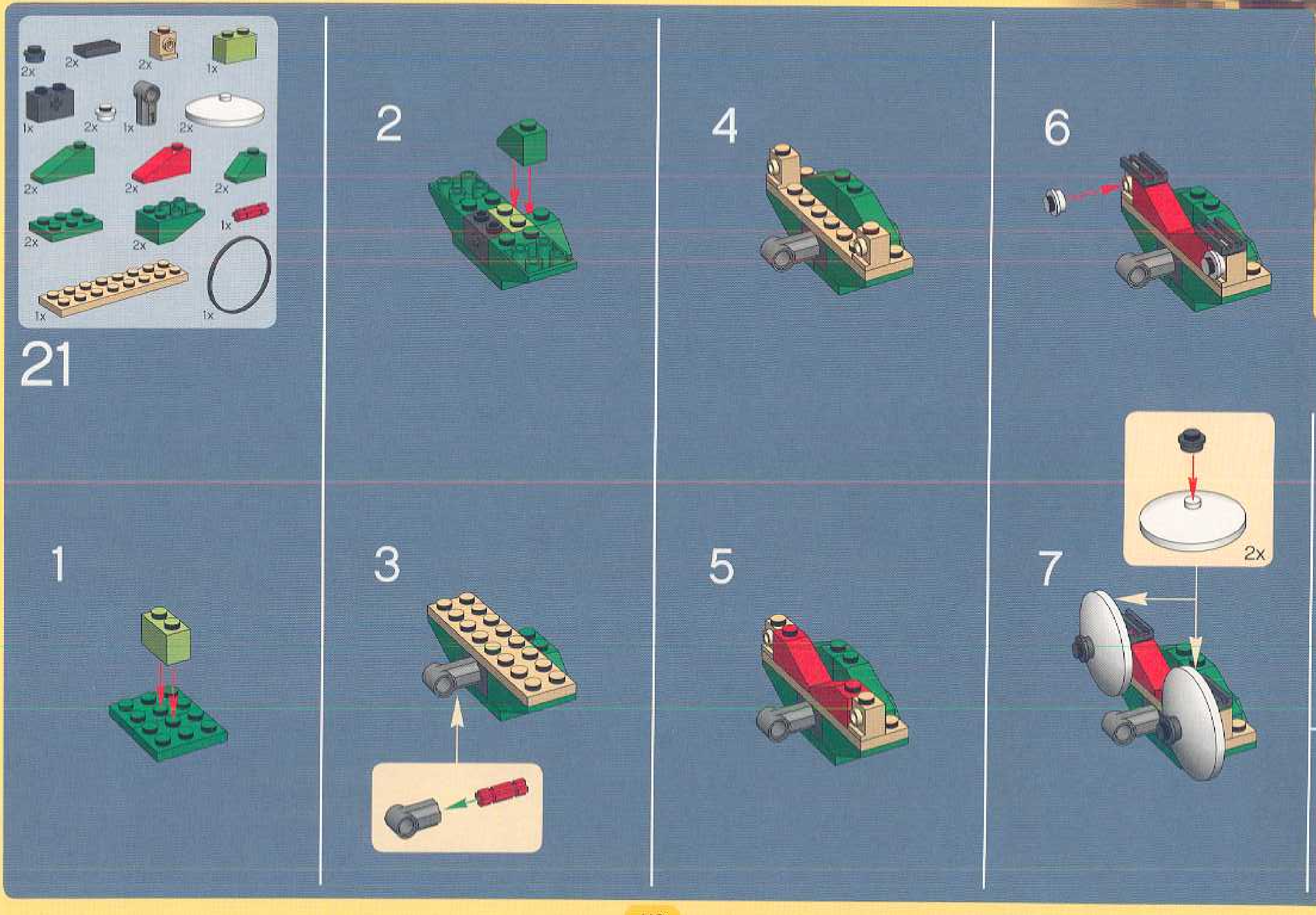
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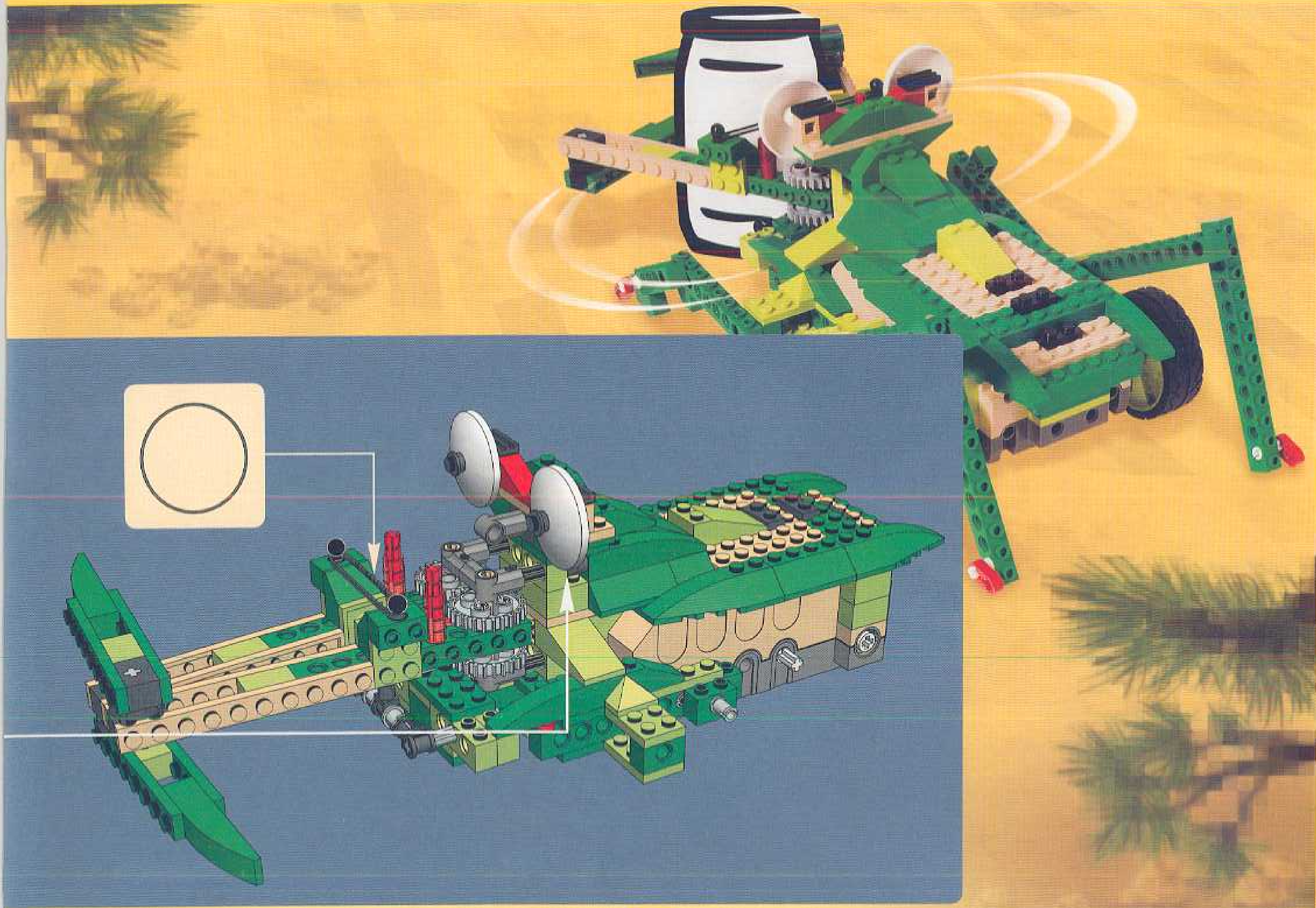


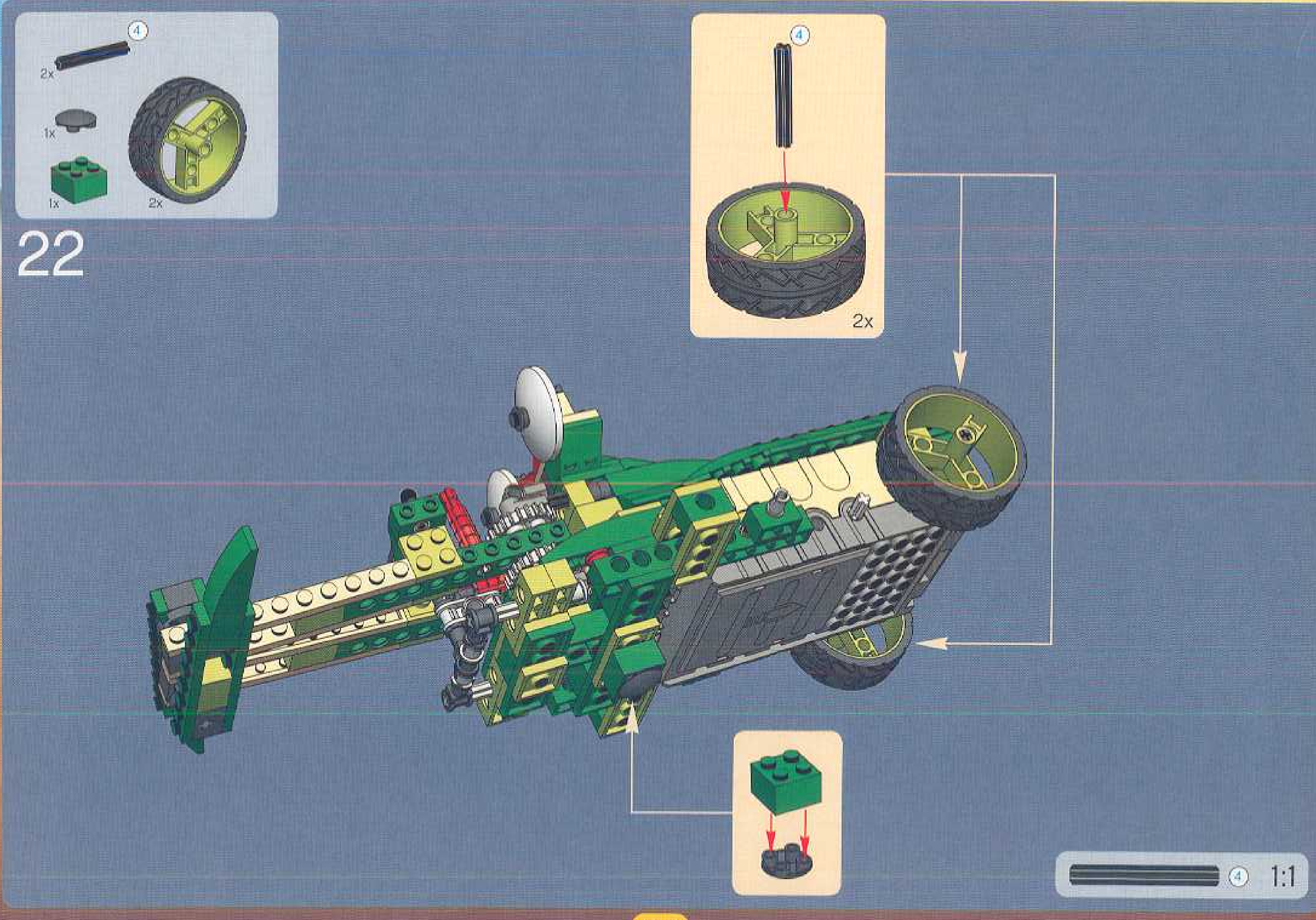


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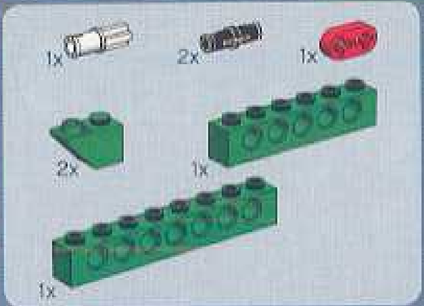


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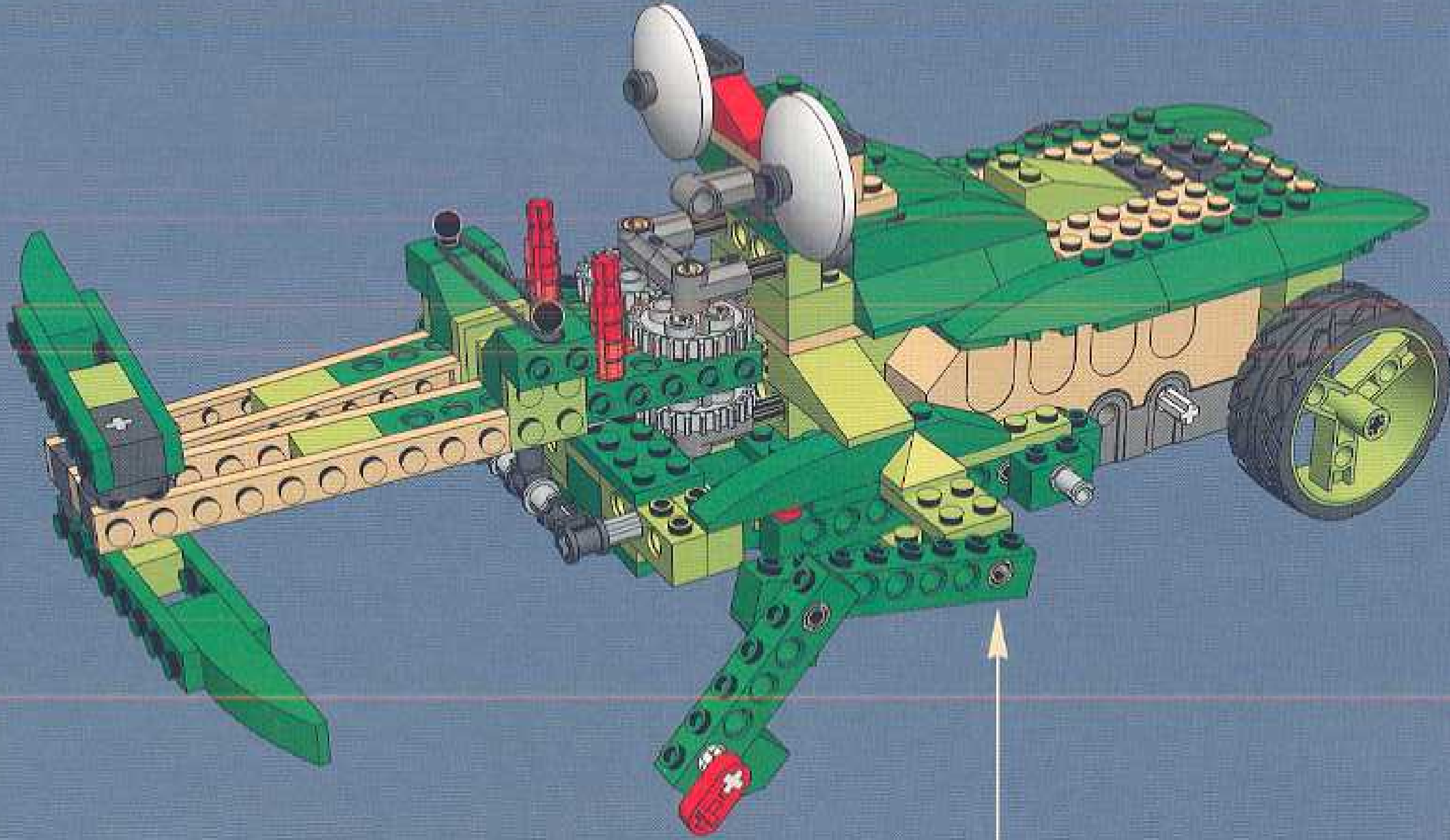


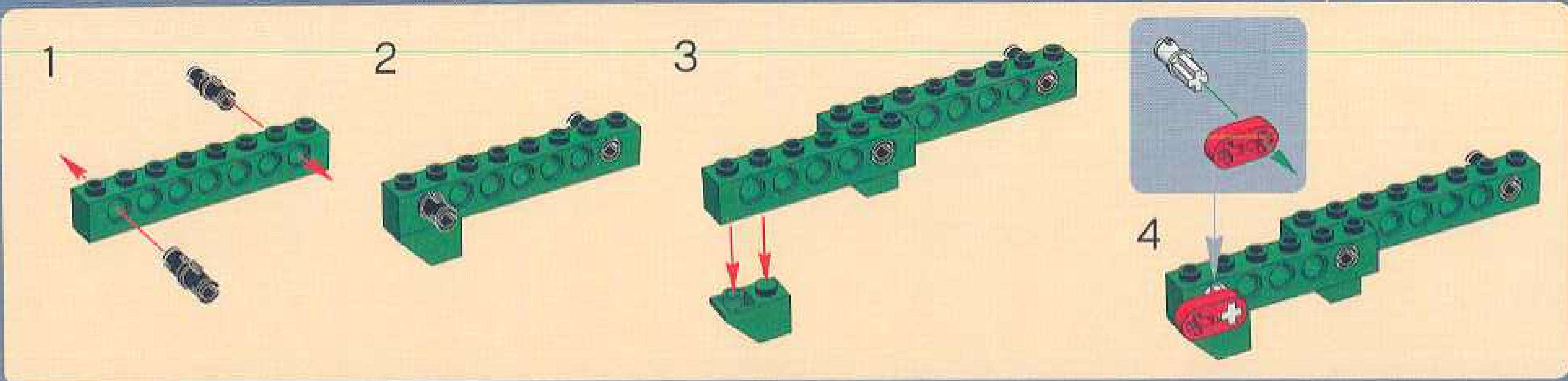


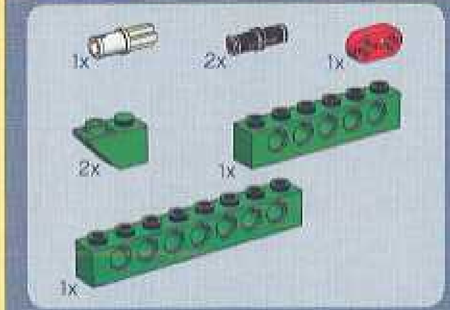
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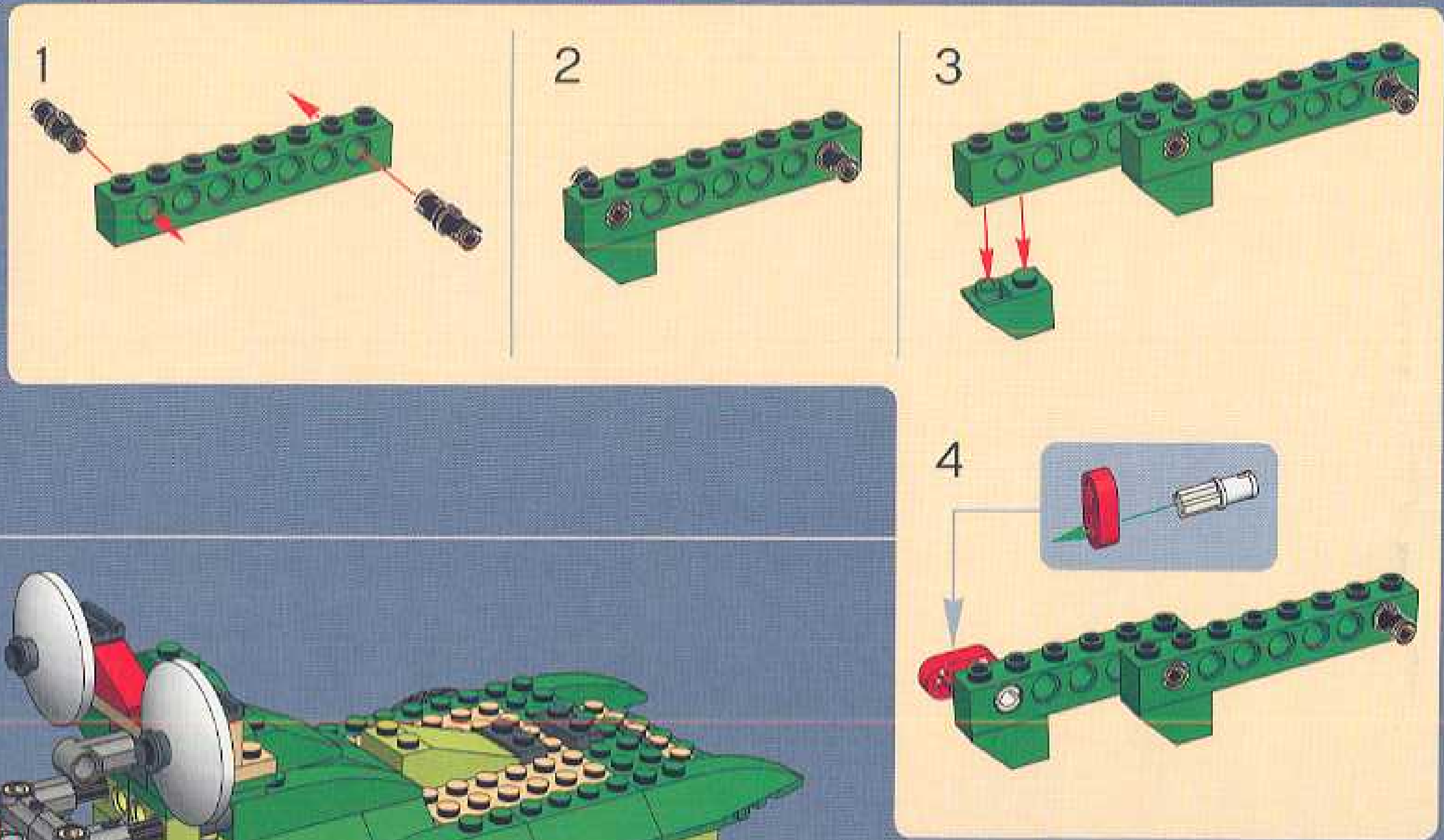
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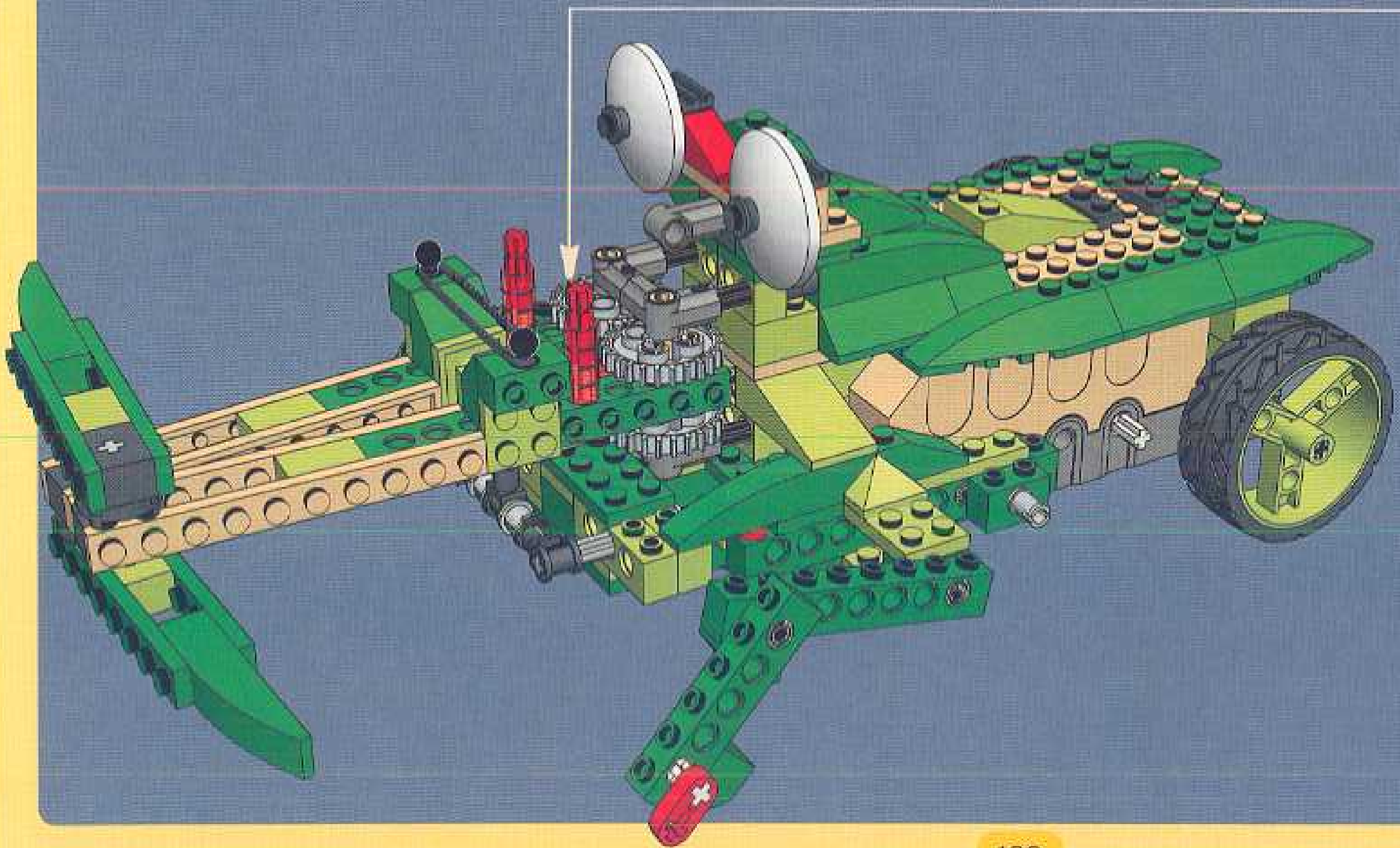


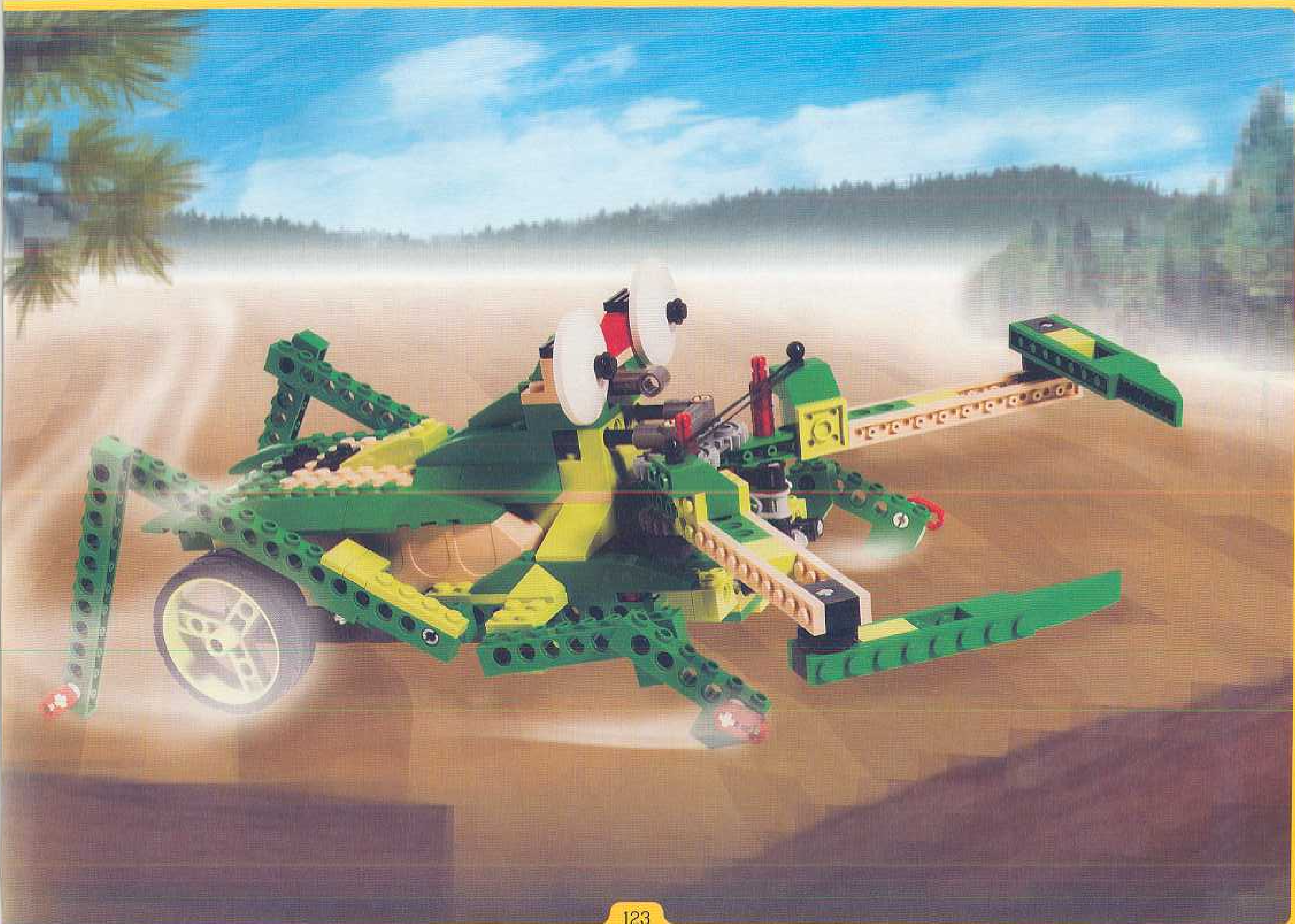


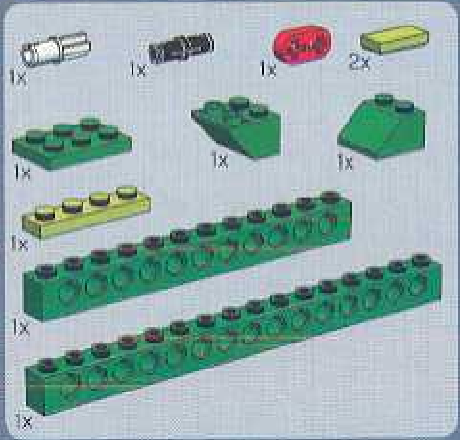


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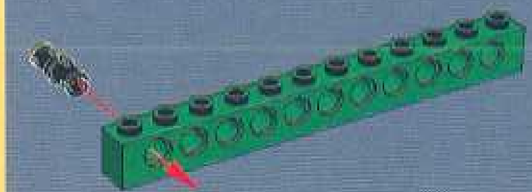




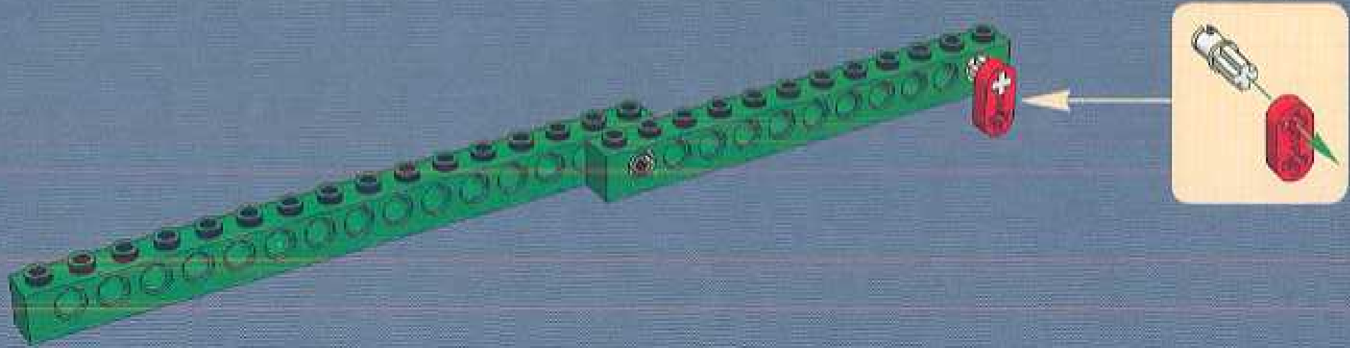


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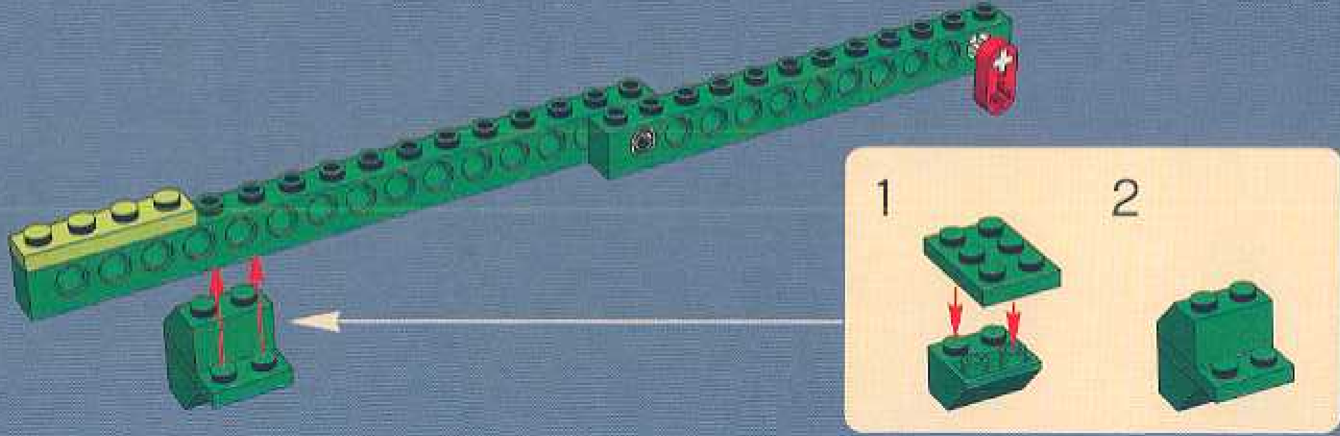
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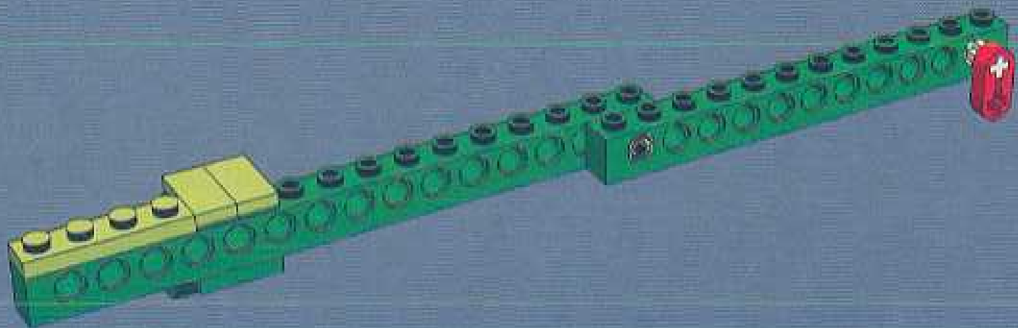
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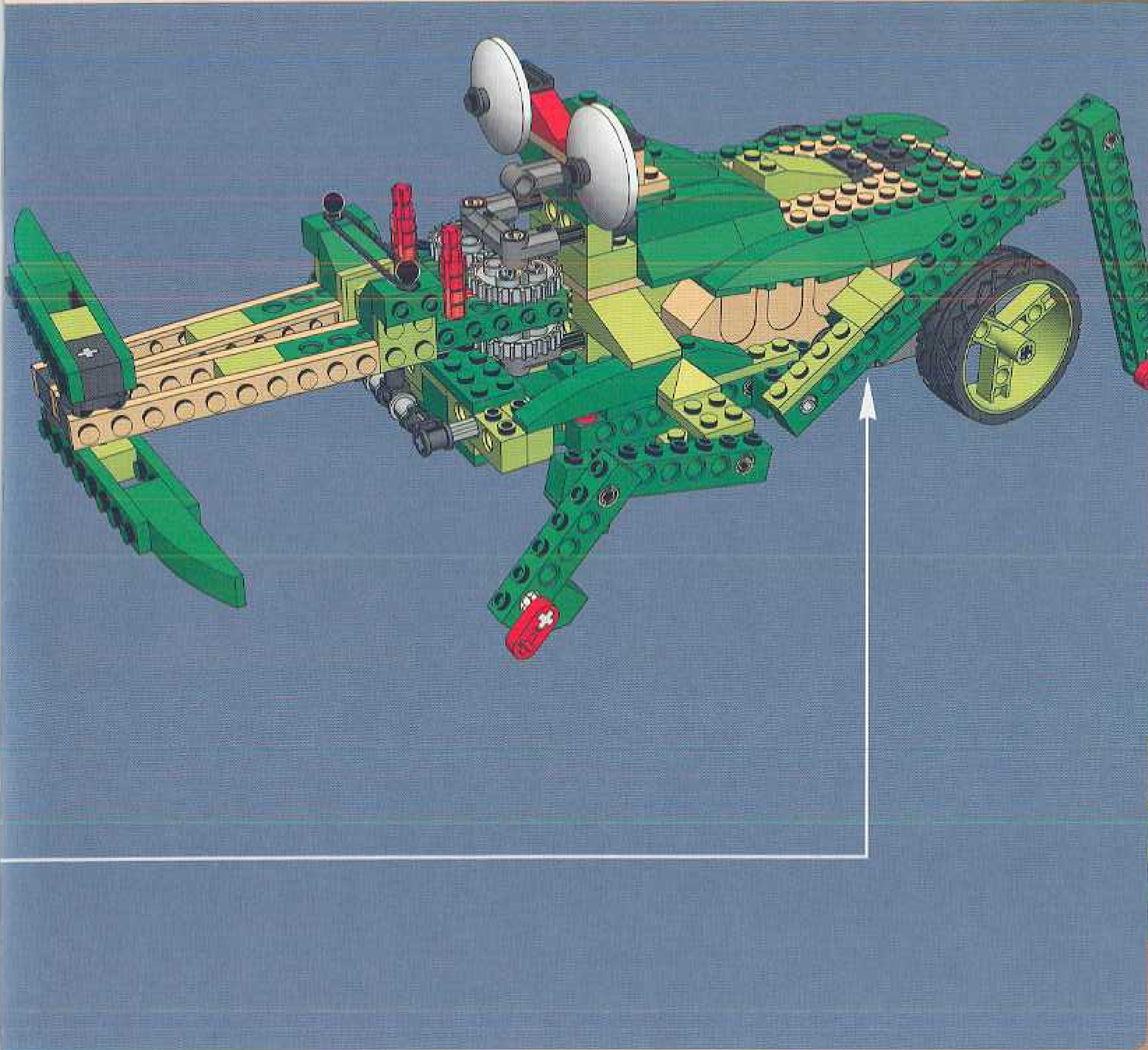
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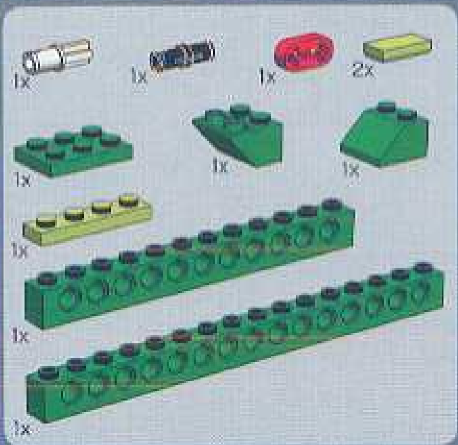




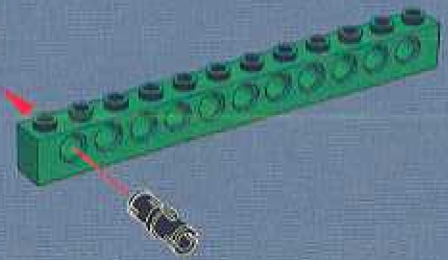




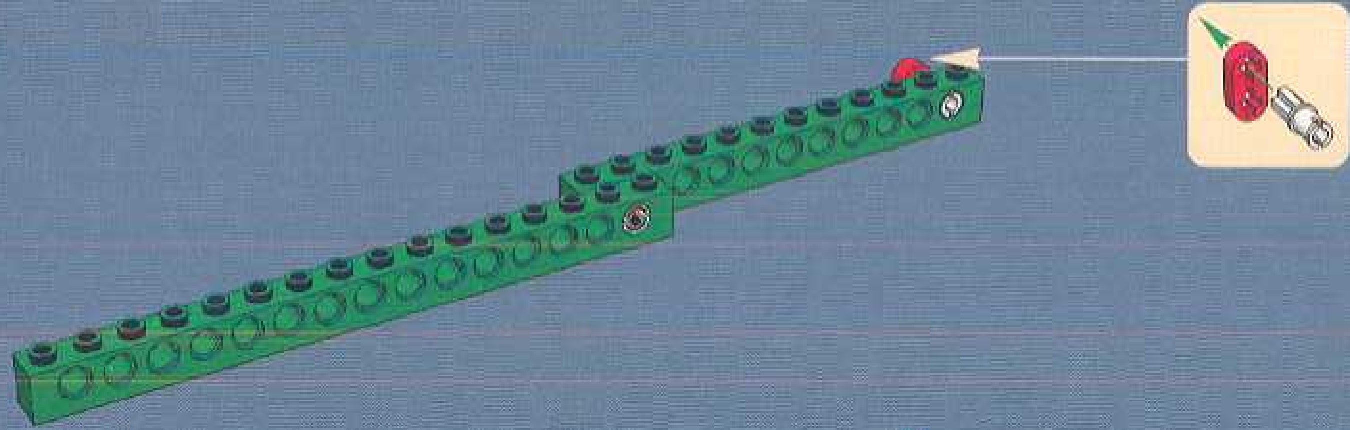
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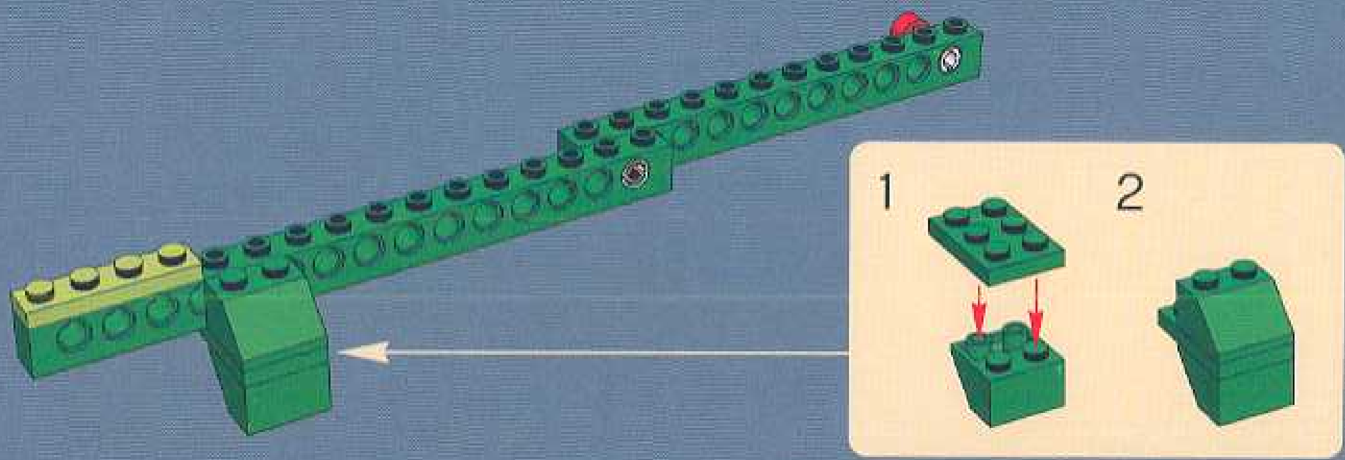
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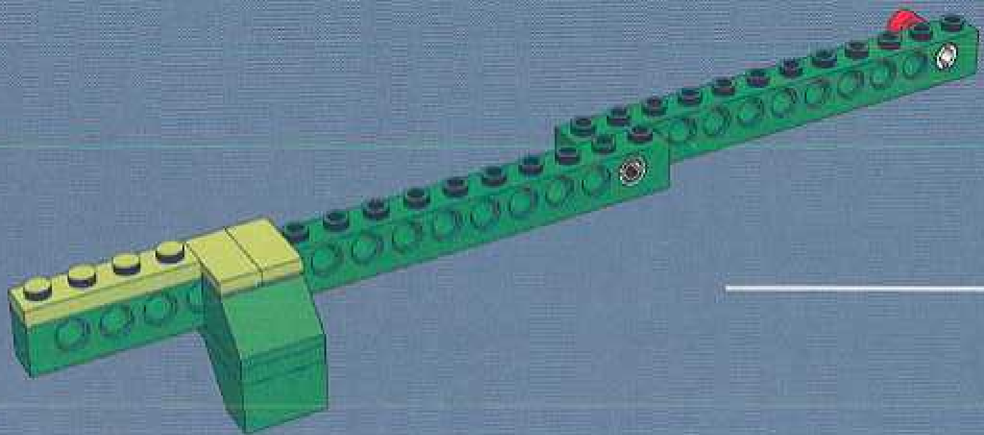
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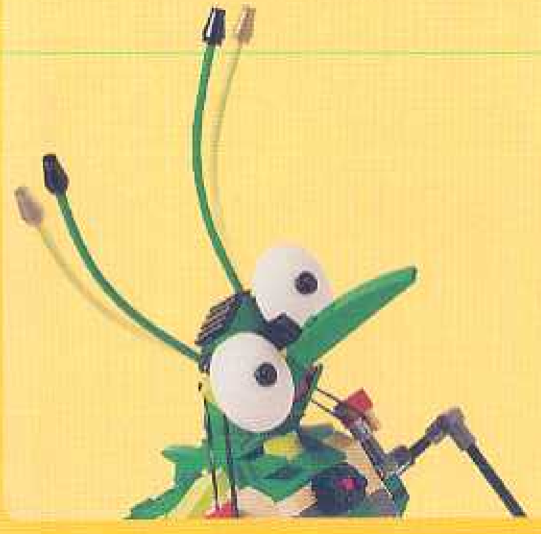


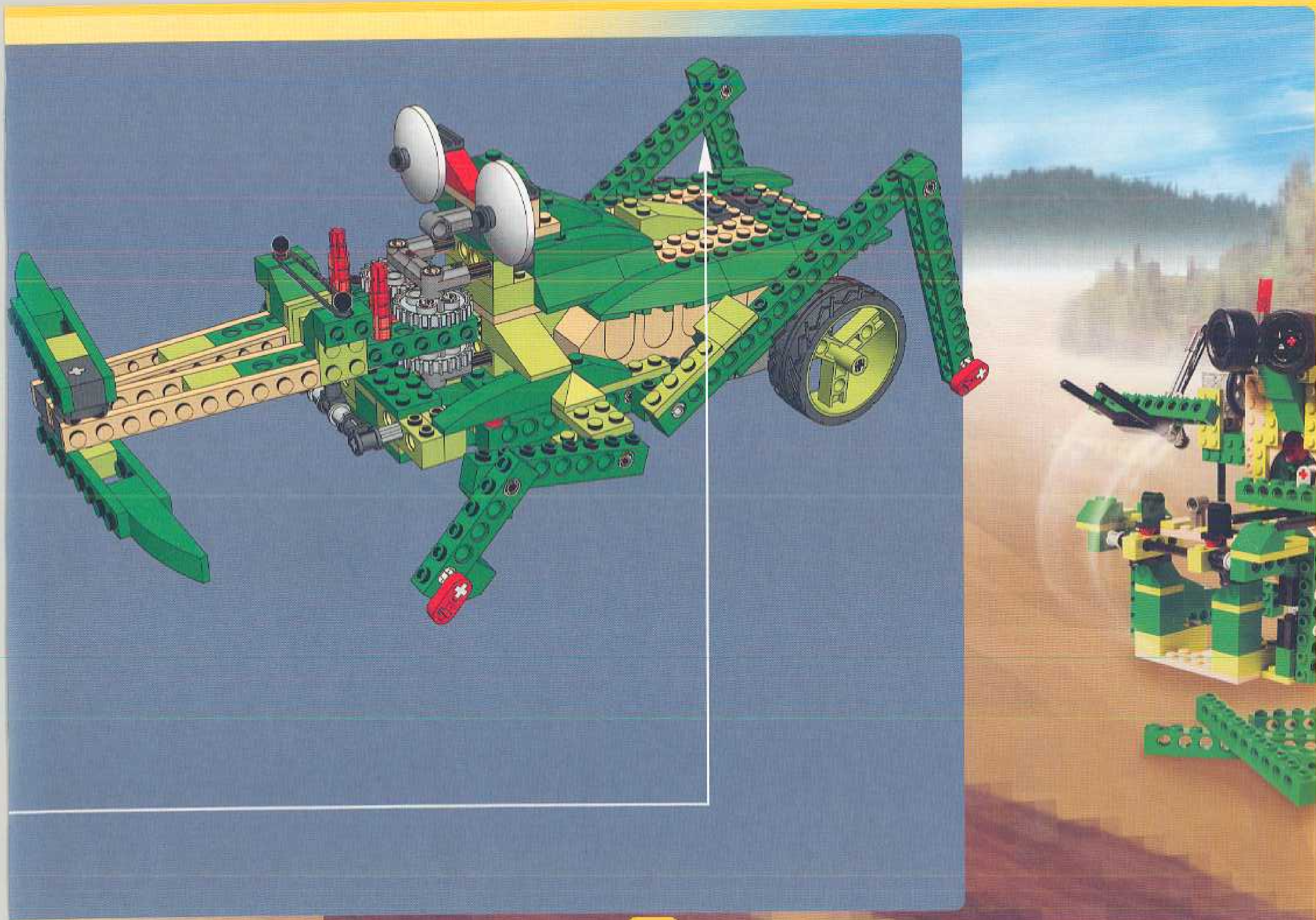
3



4



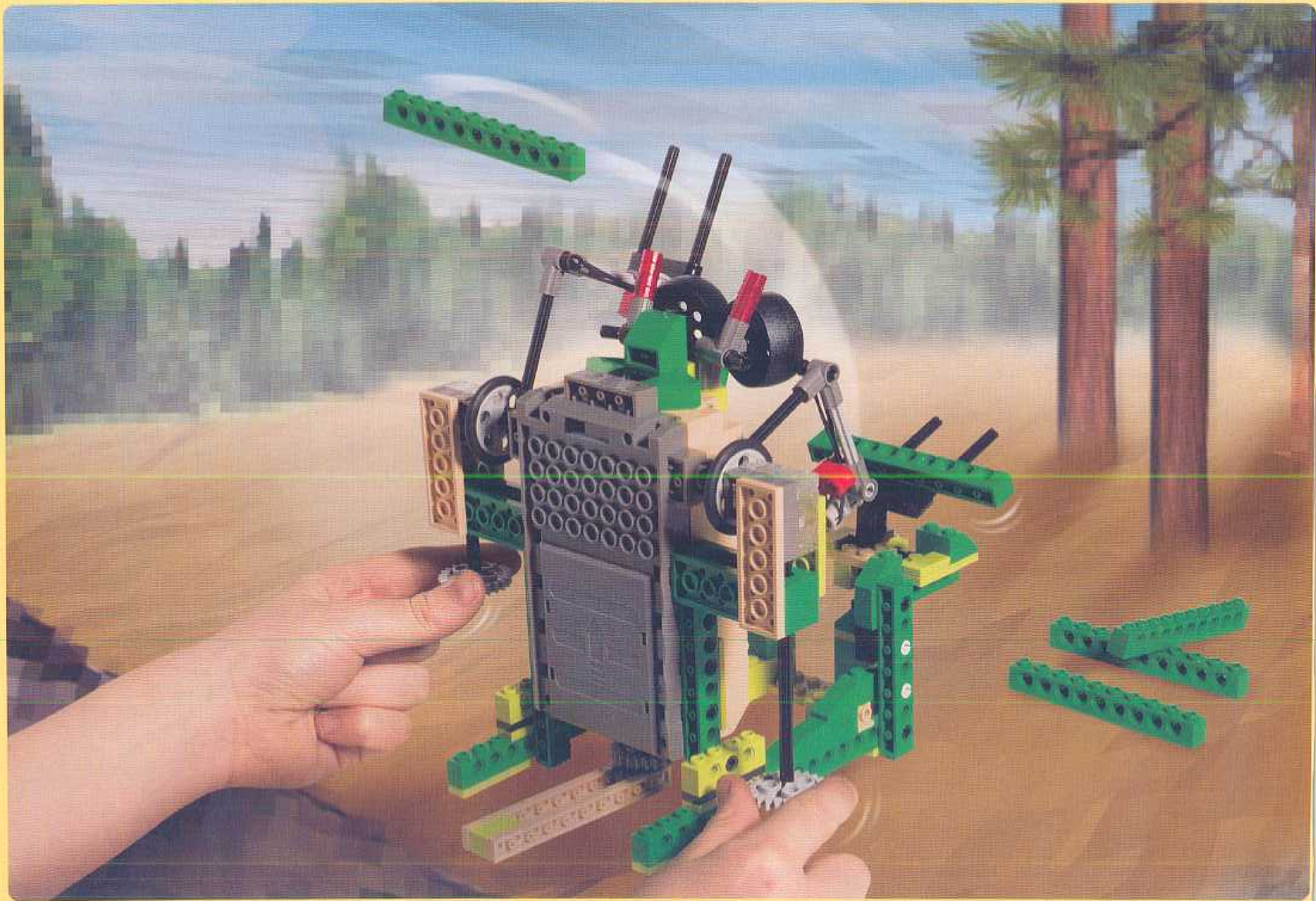








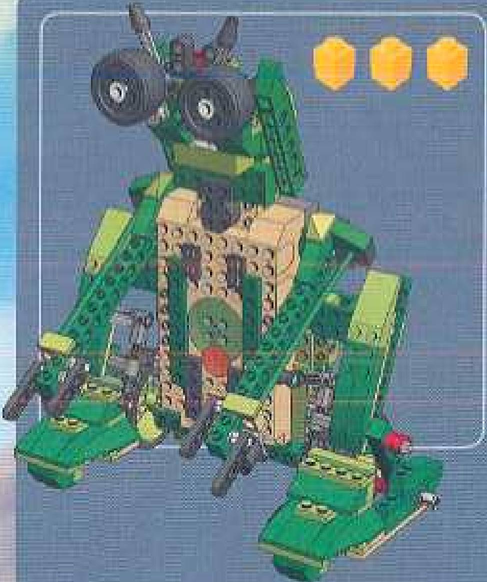


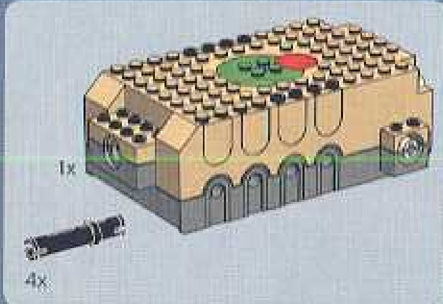




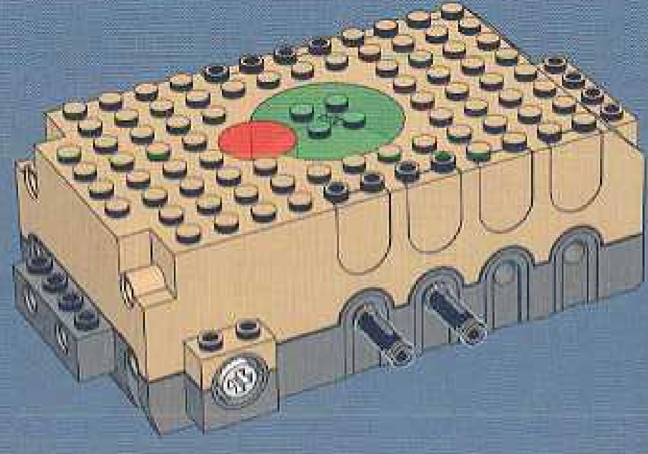


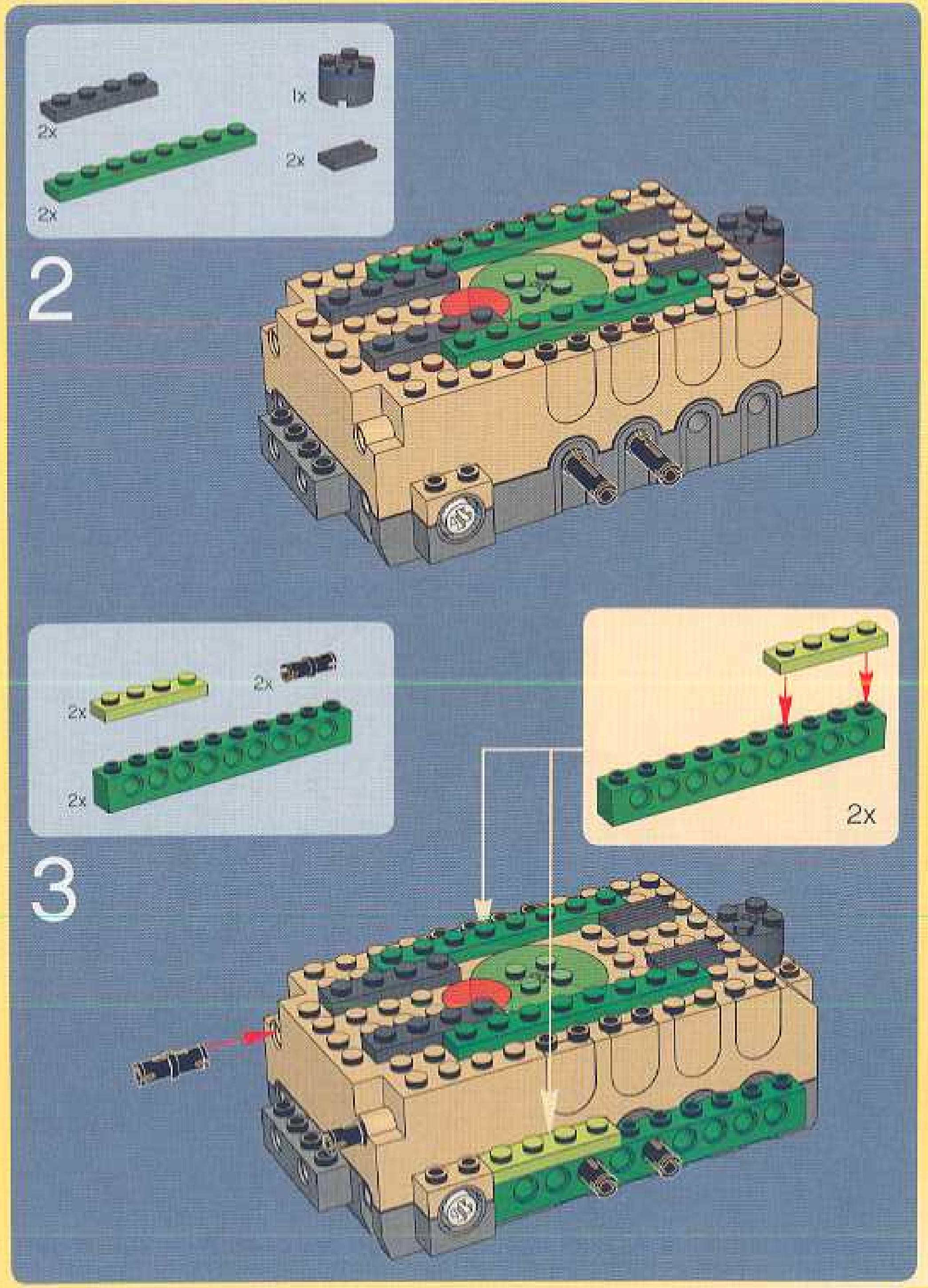


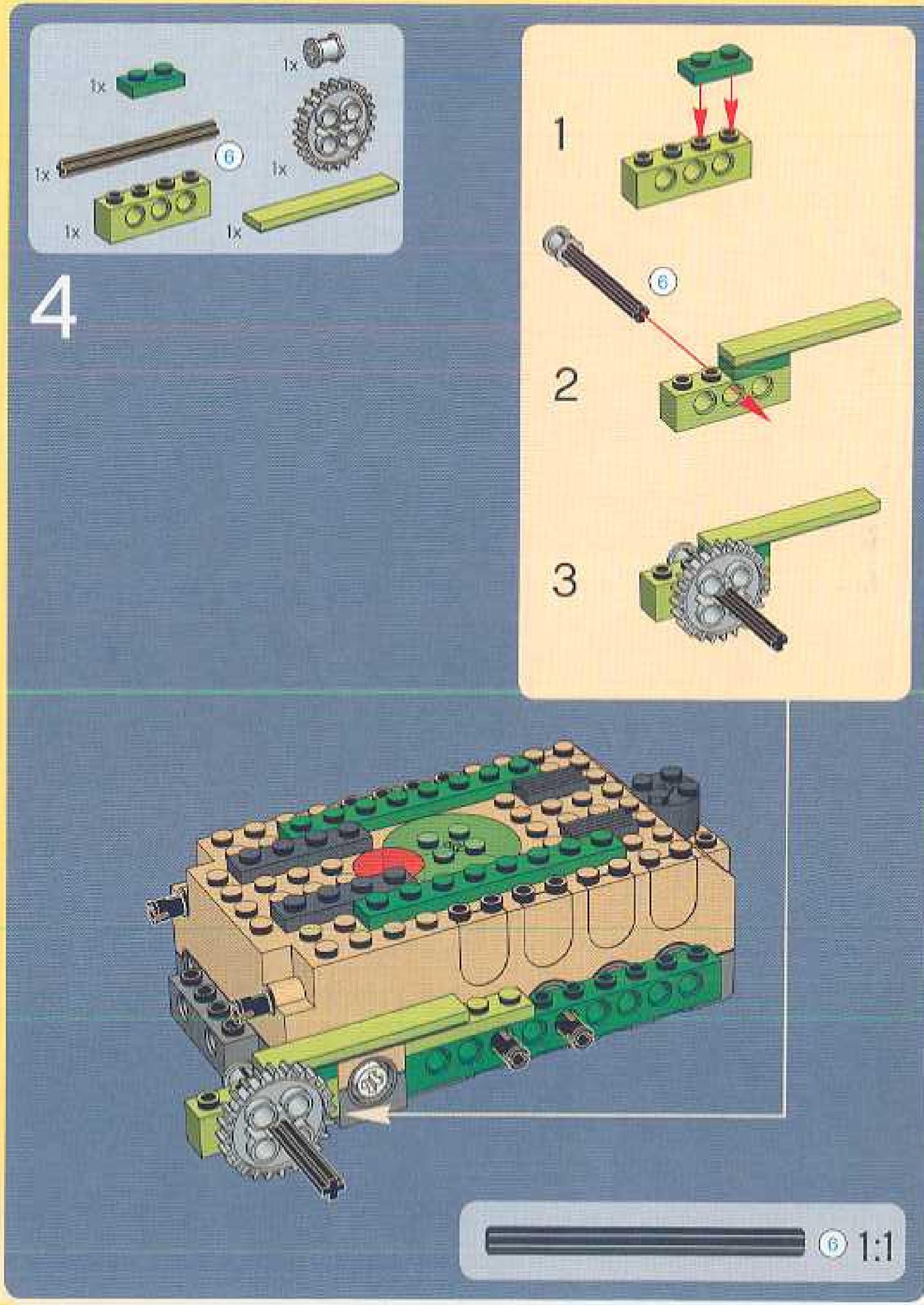


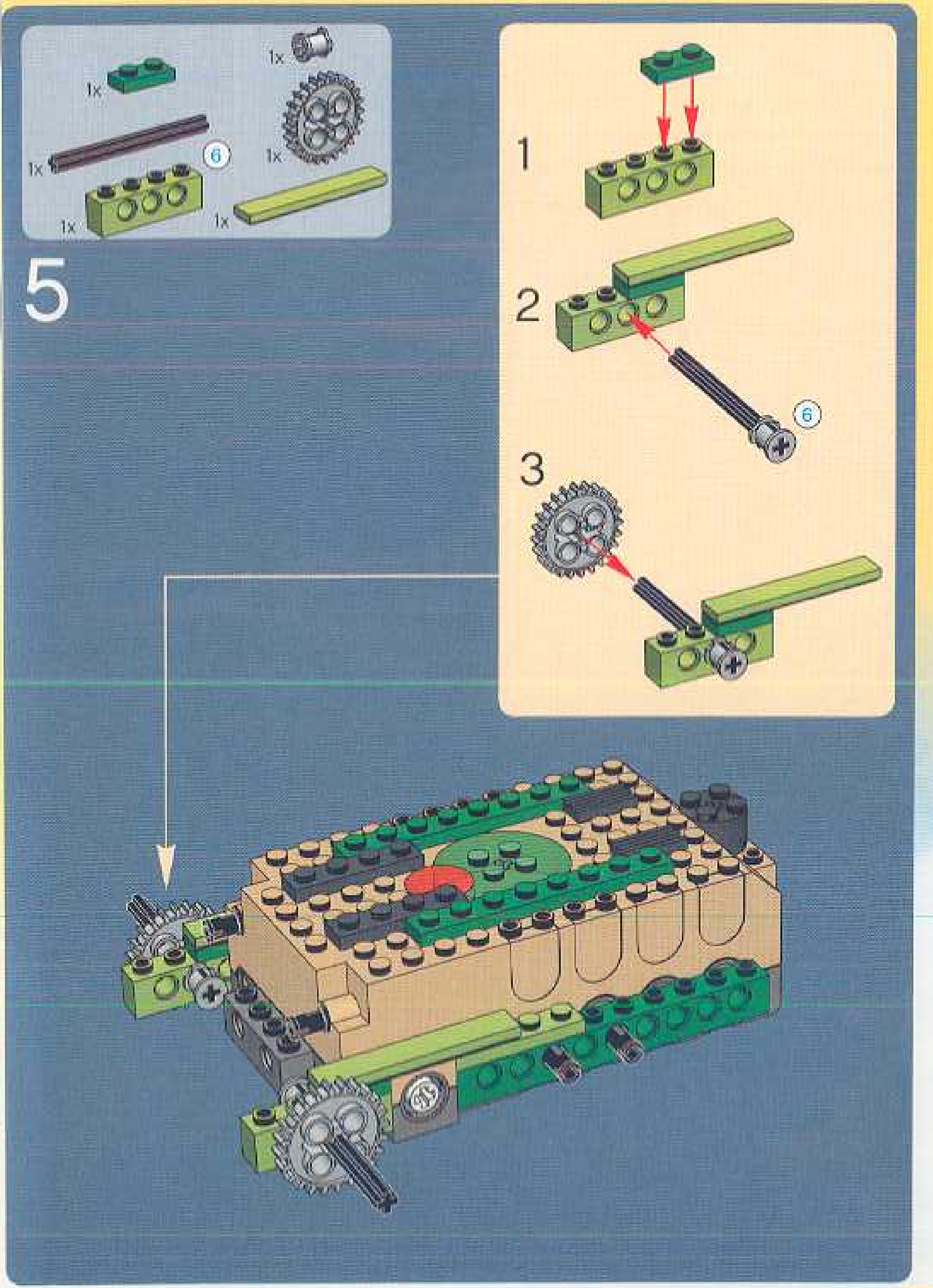


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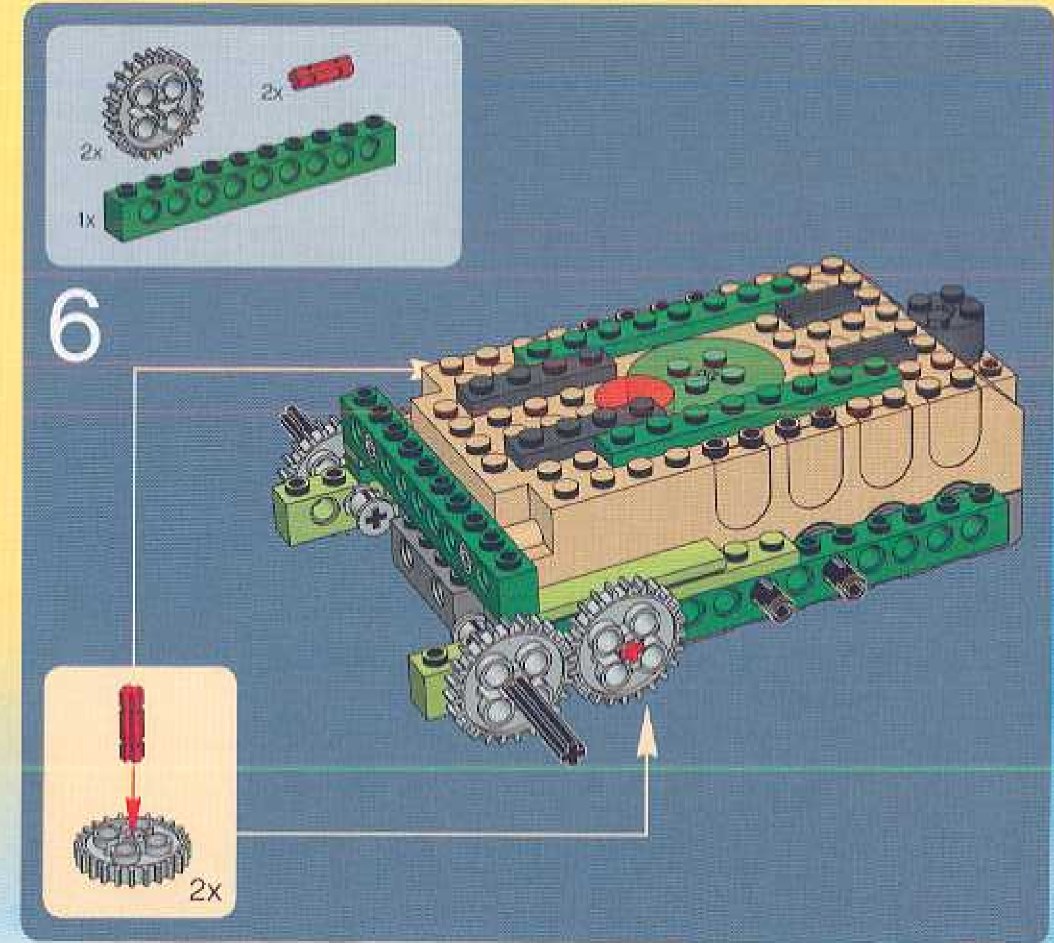



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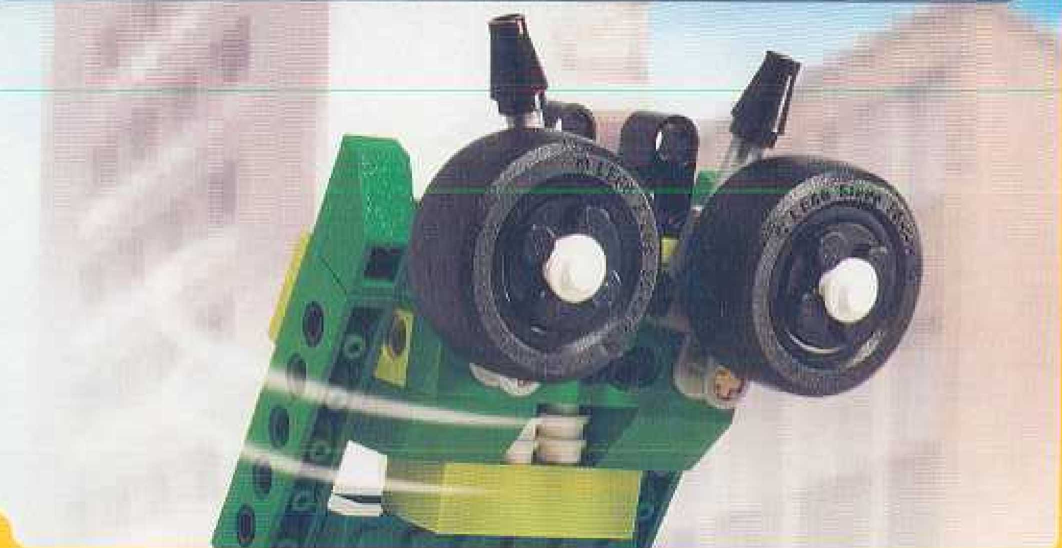

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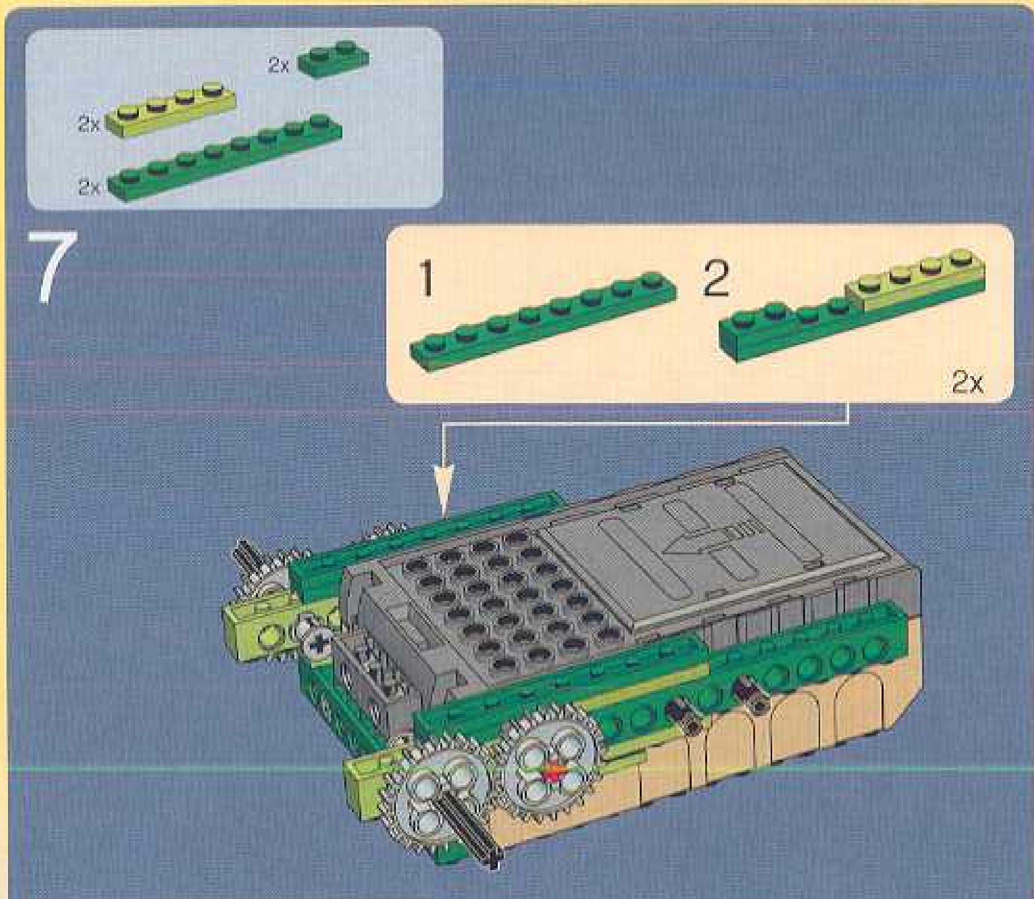


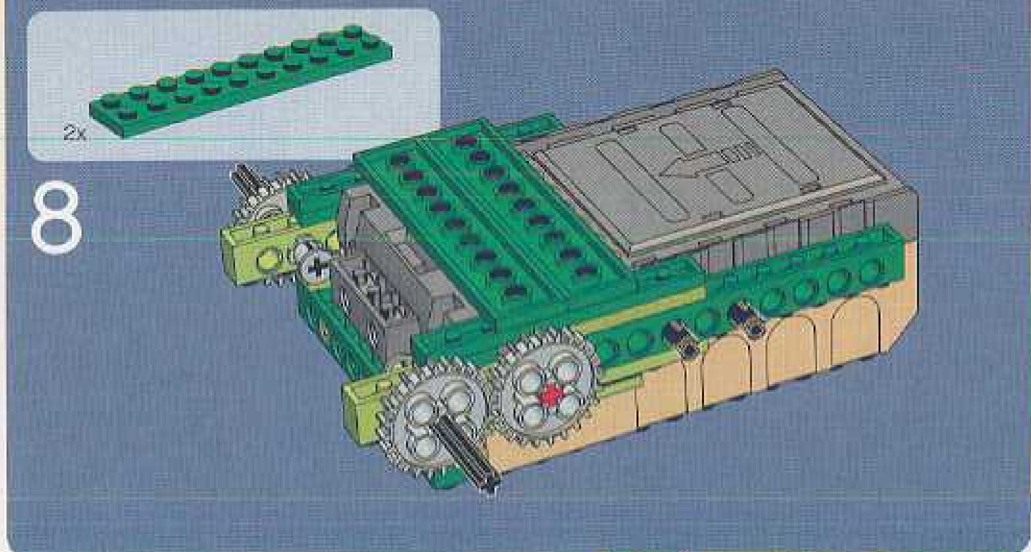
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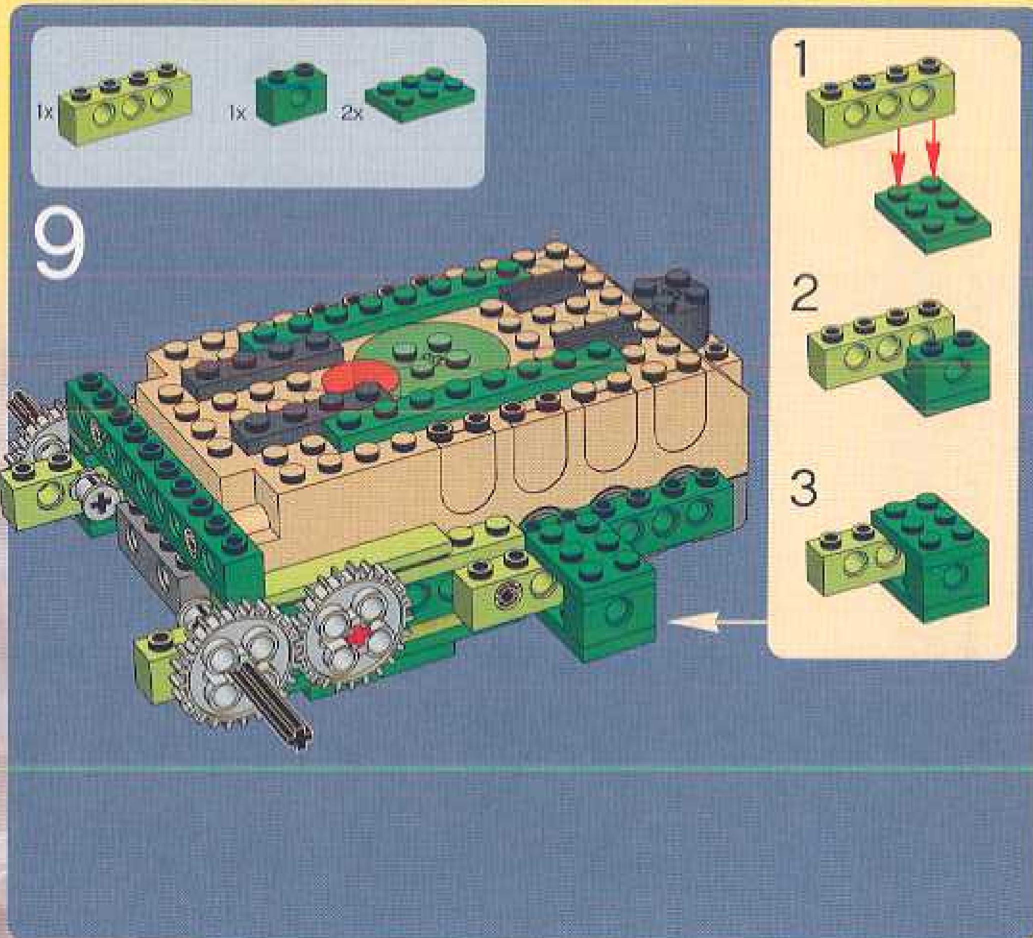


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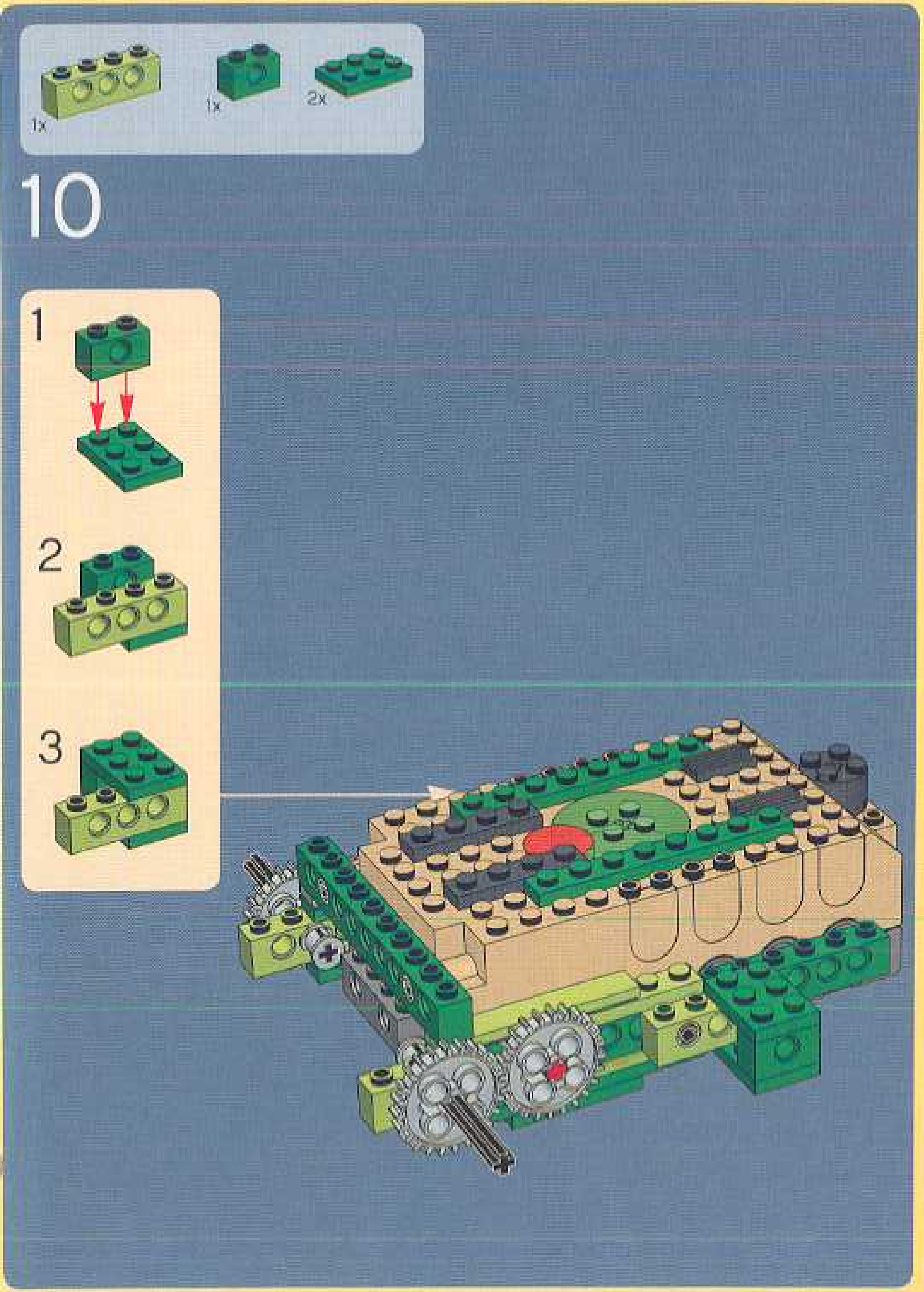


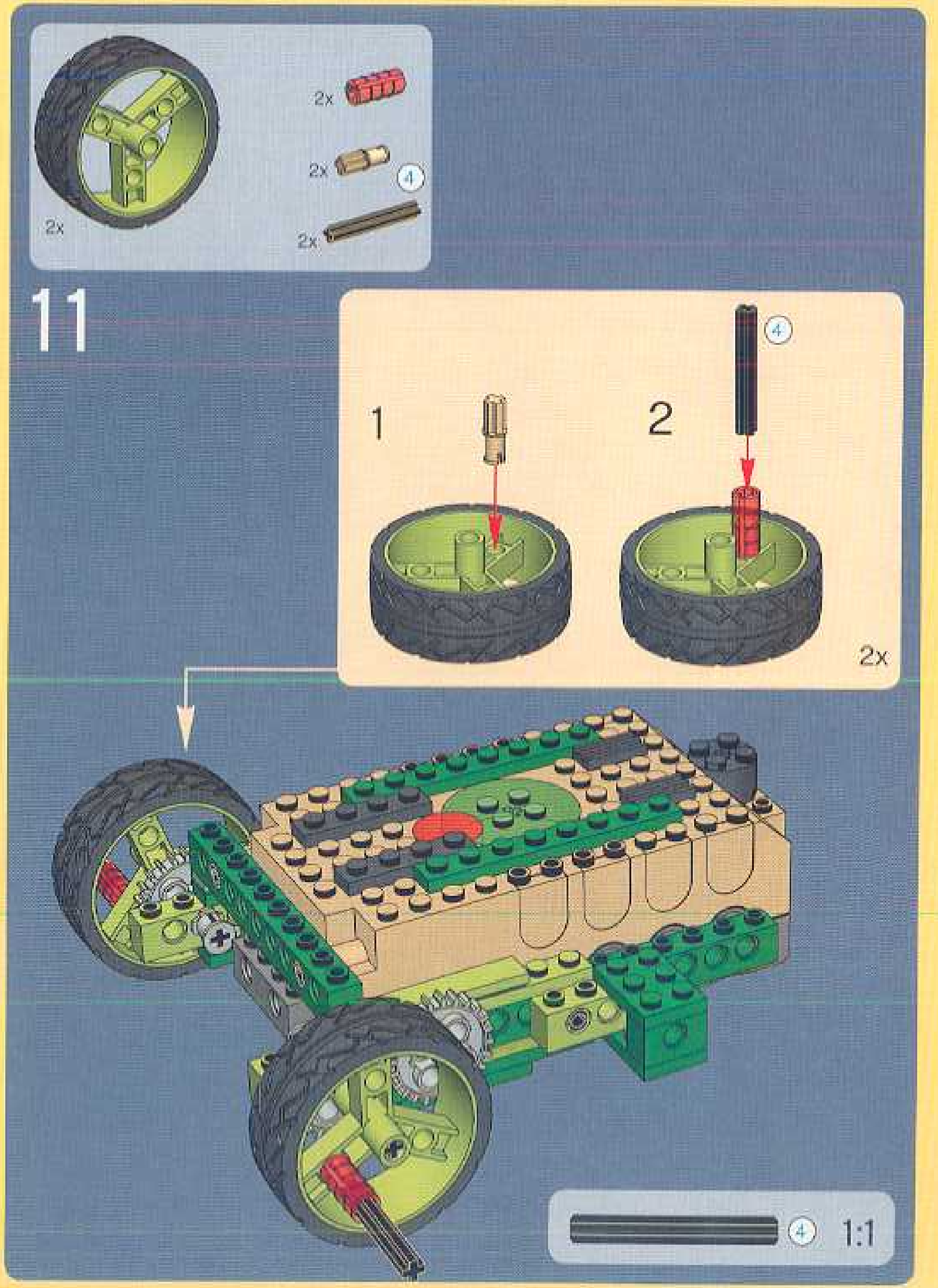

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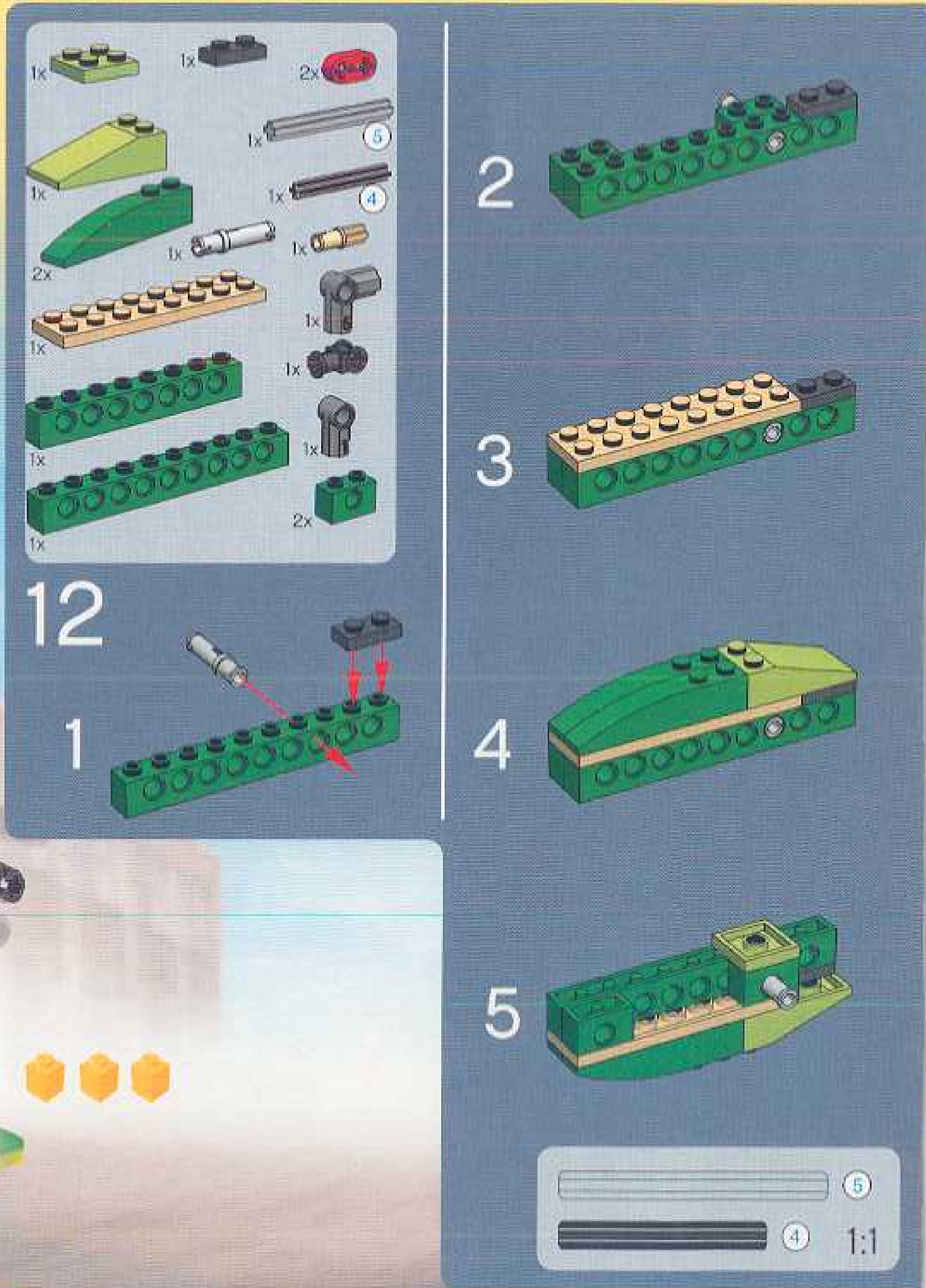

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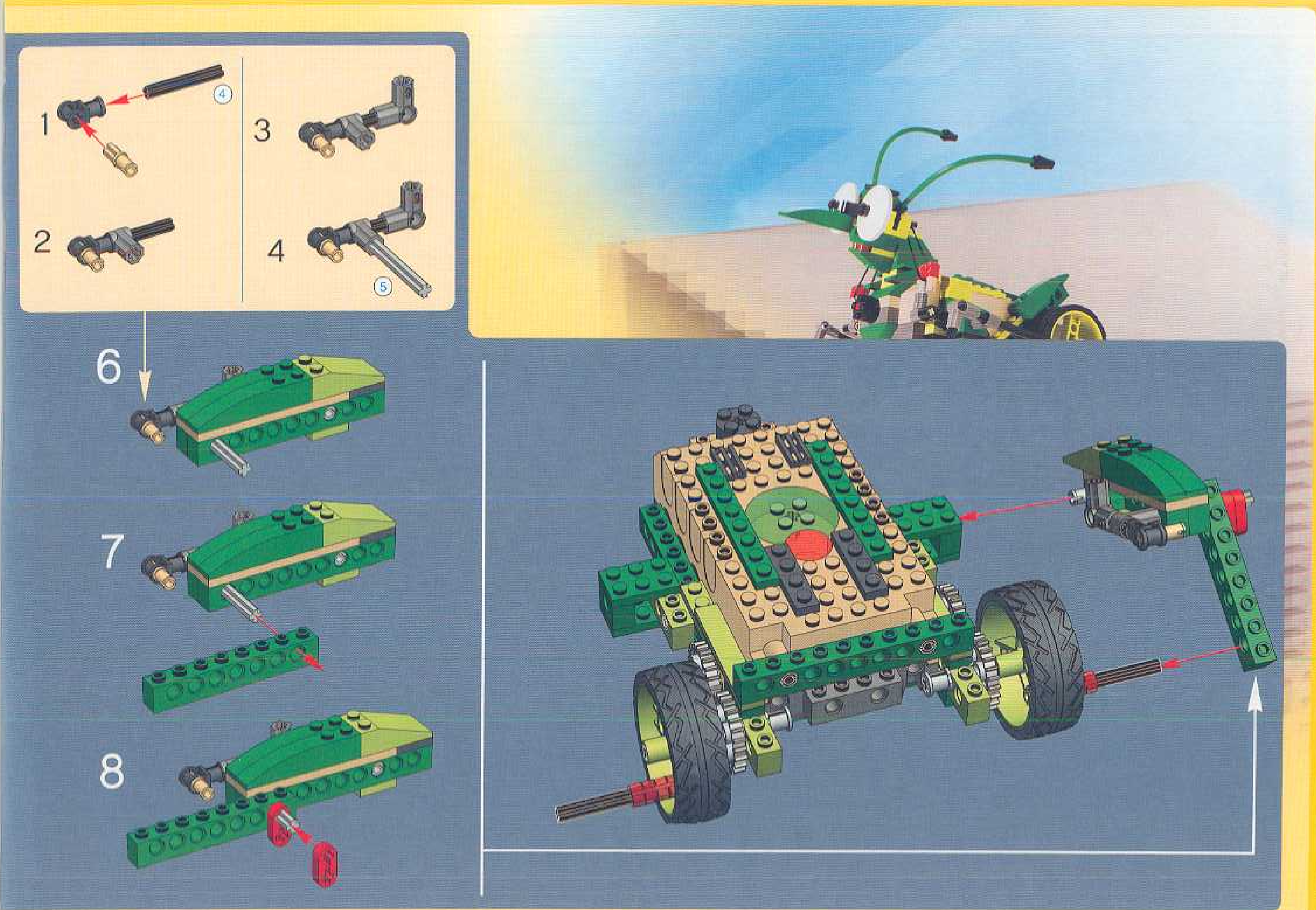


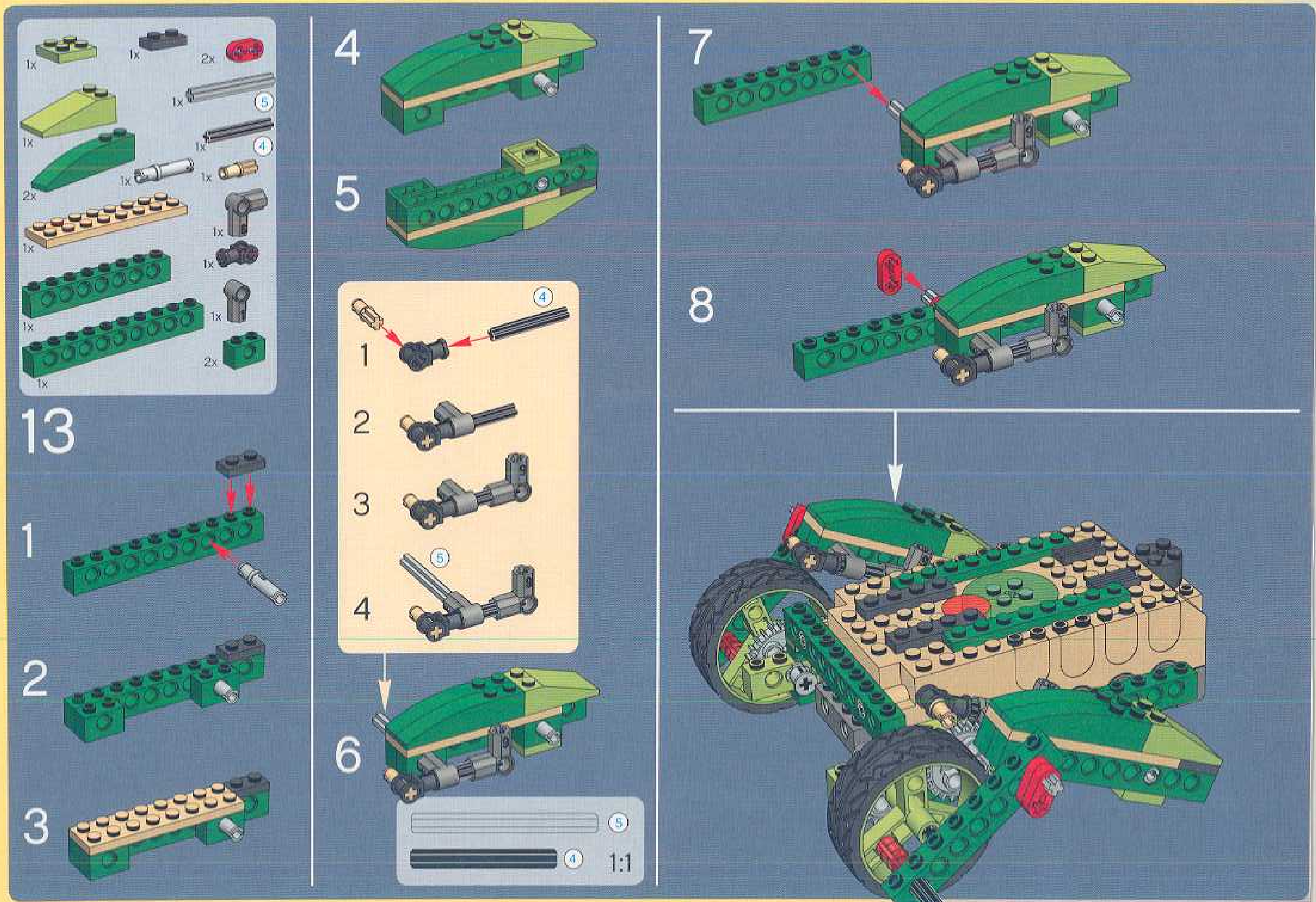

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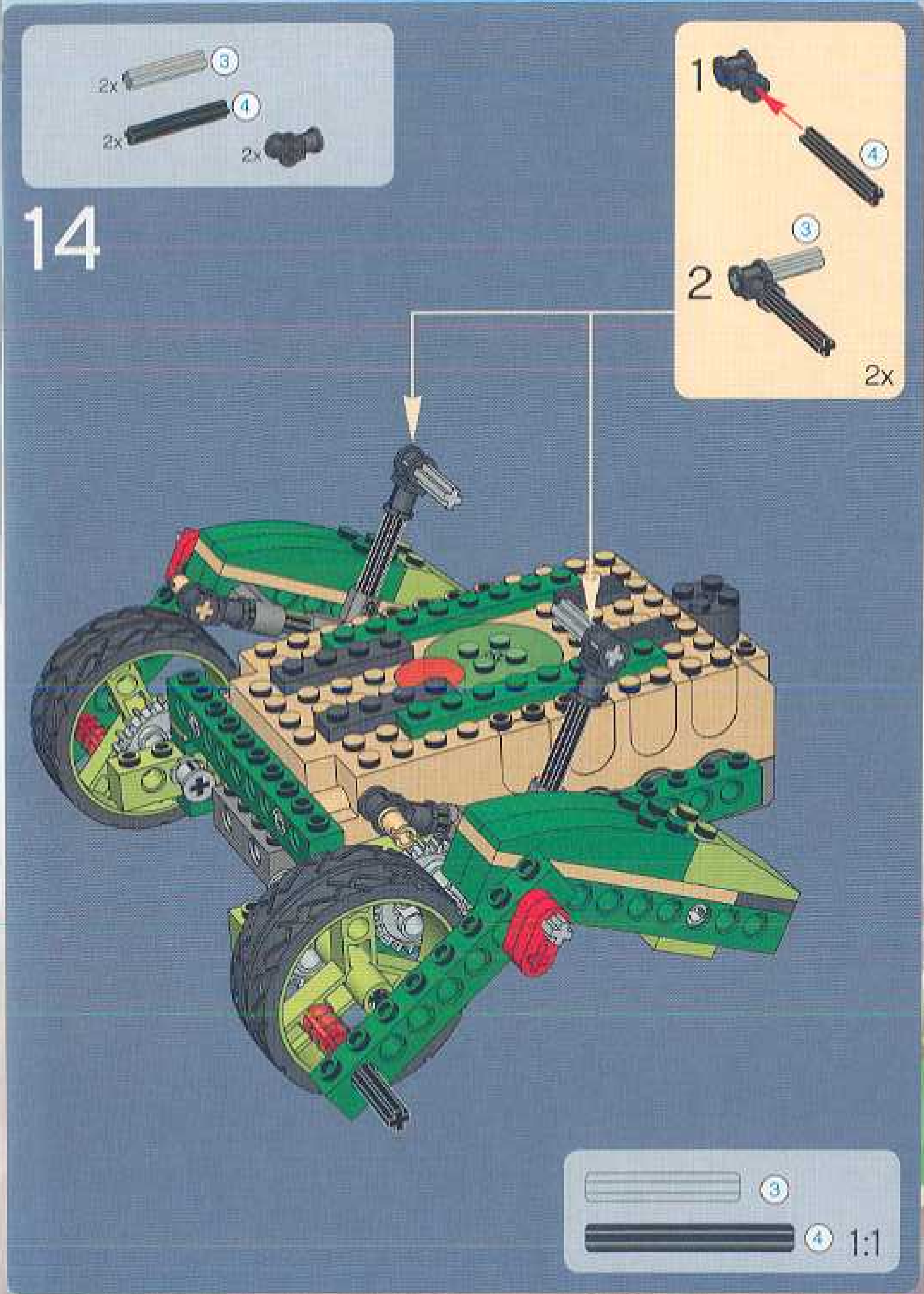



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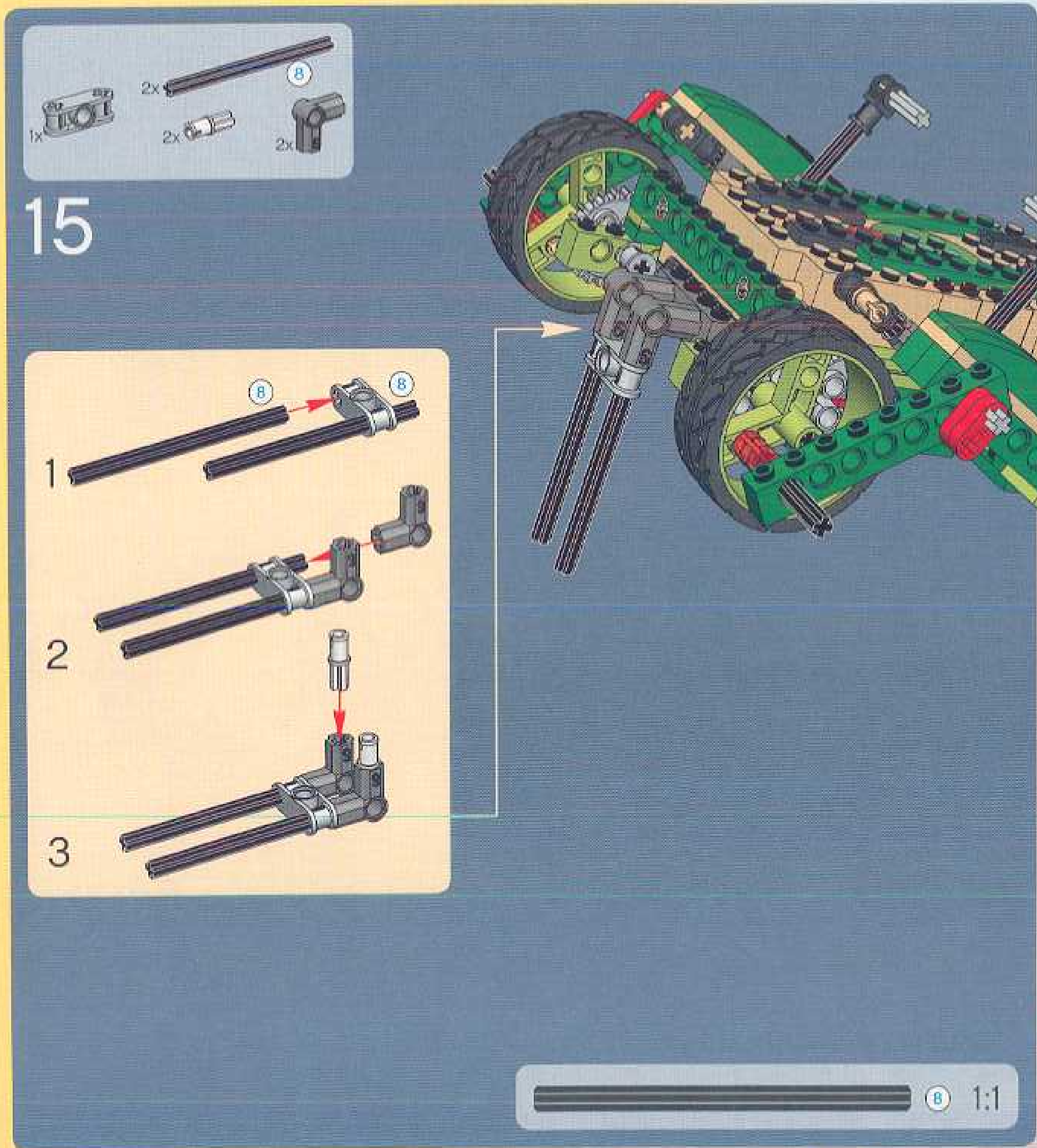


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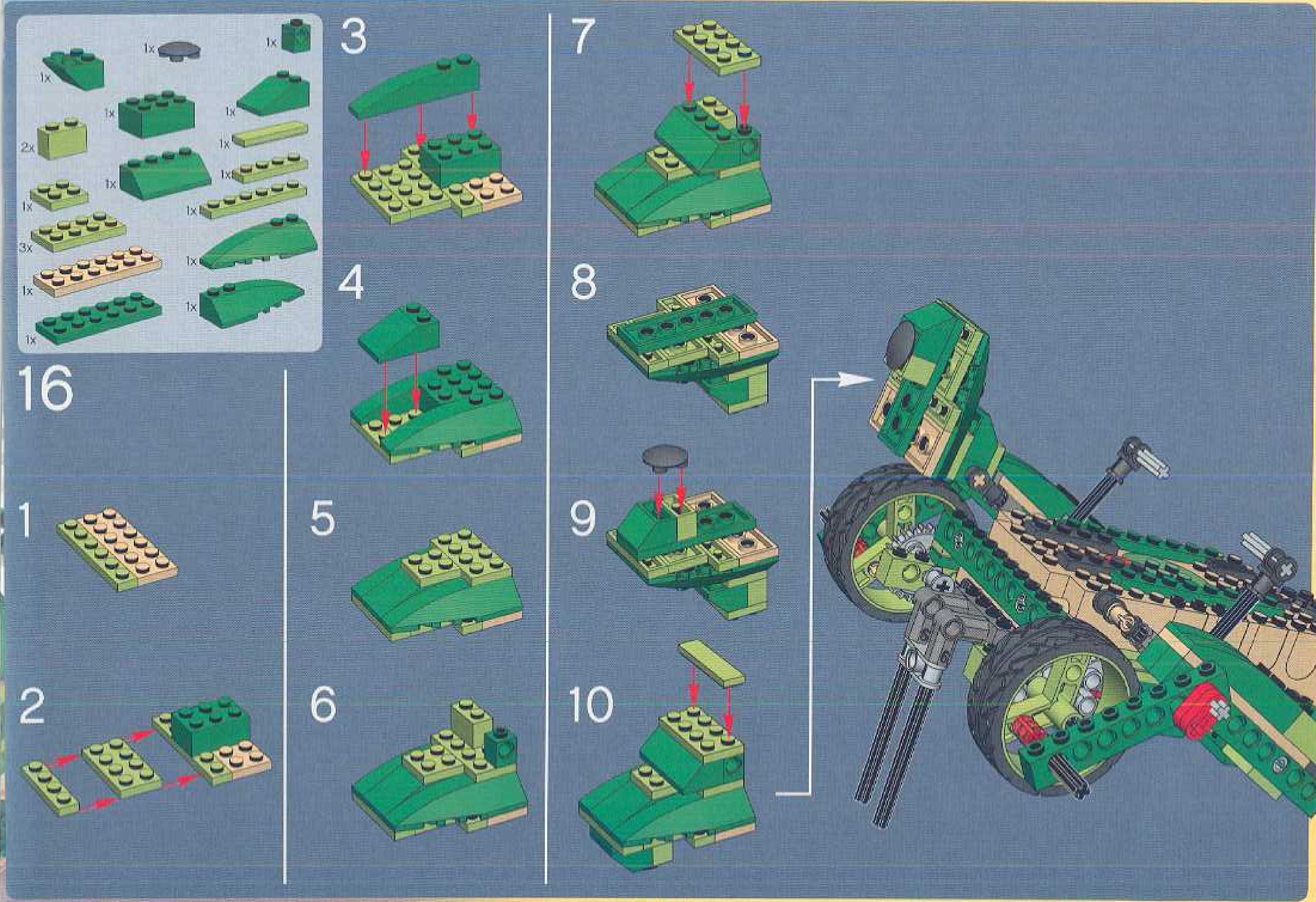


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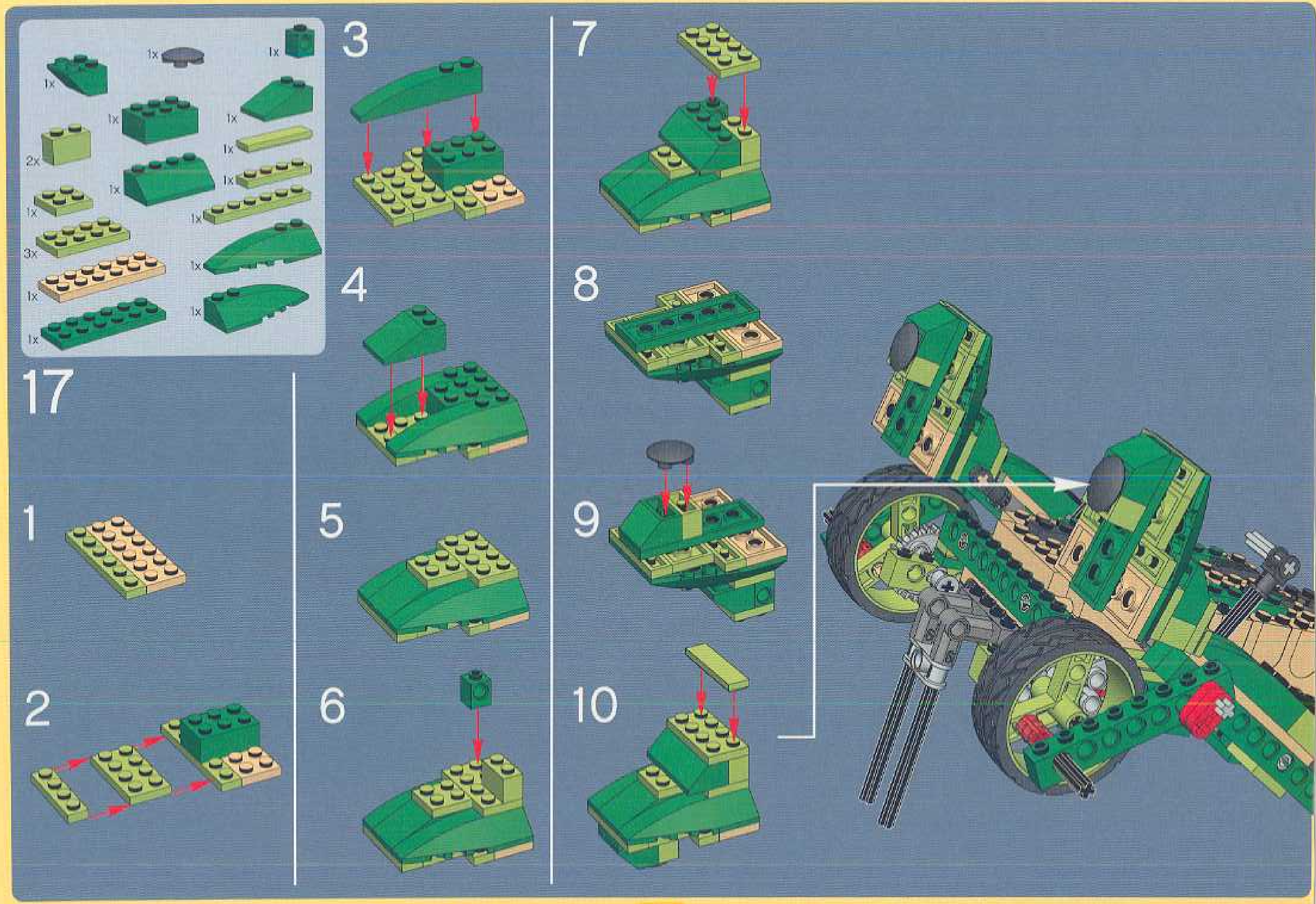


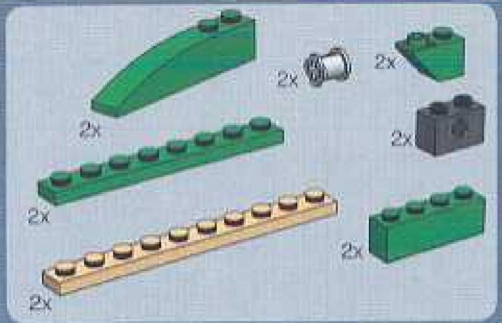

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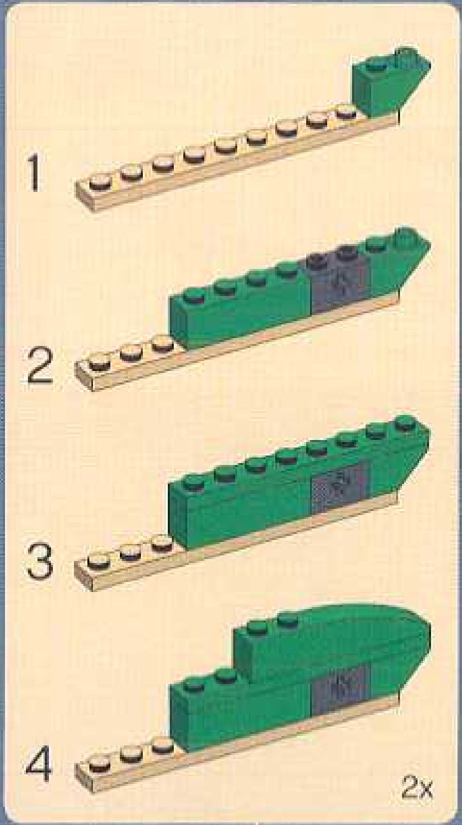


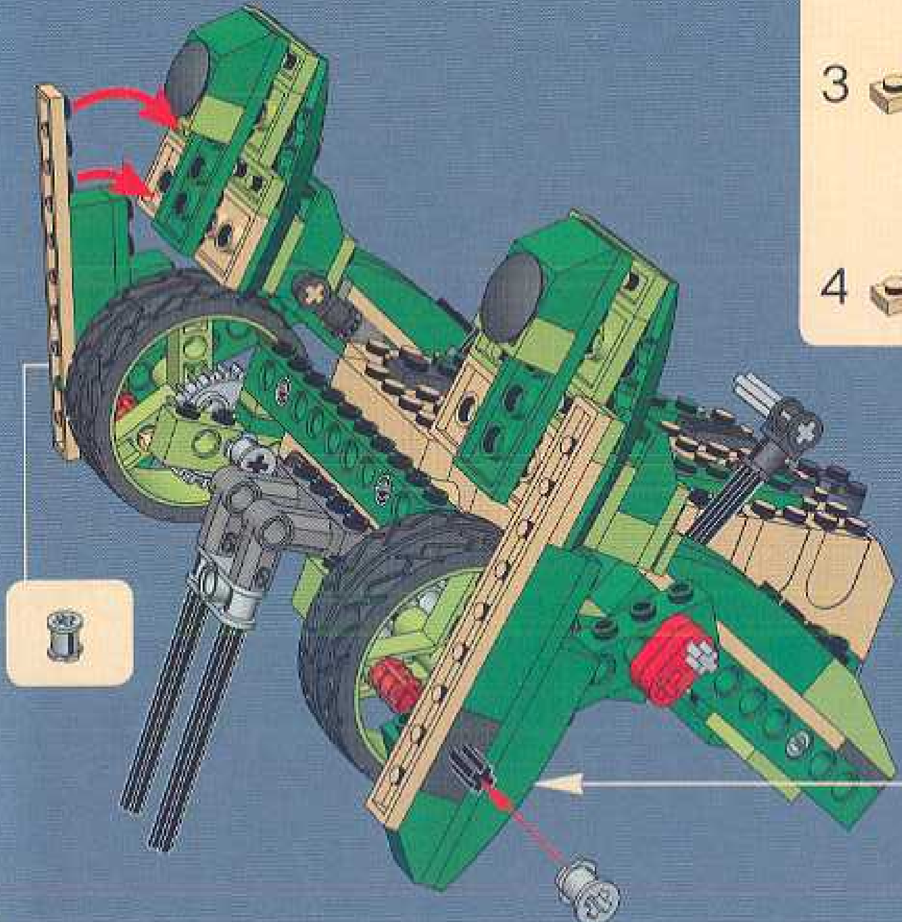
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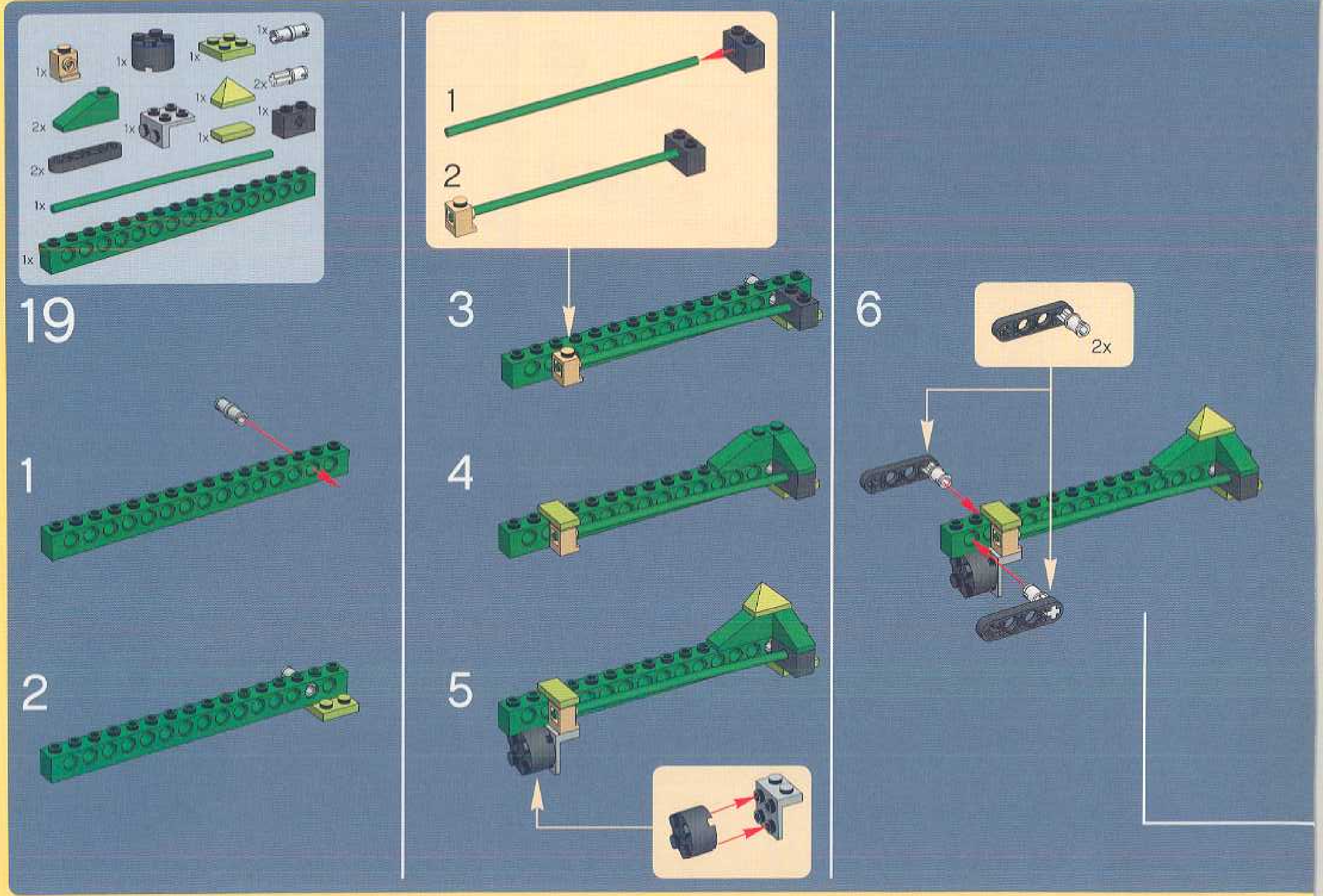


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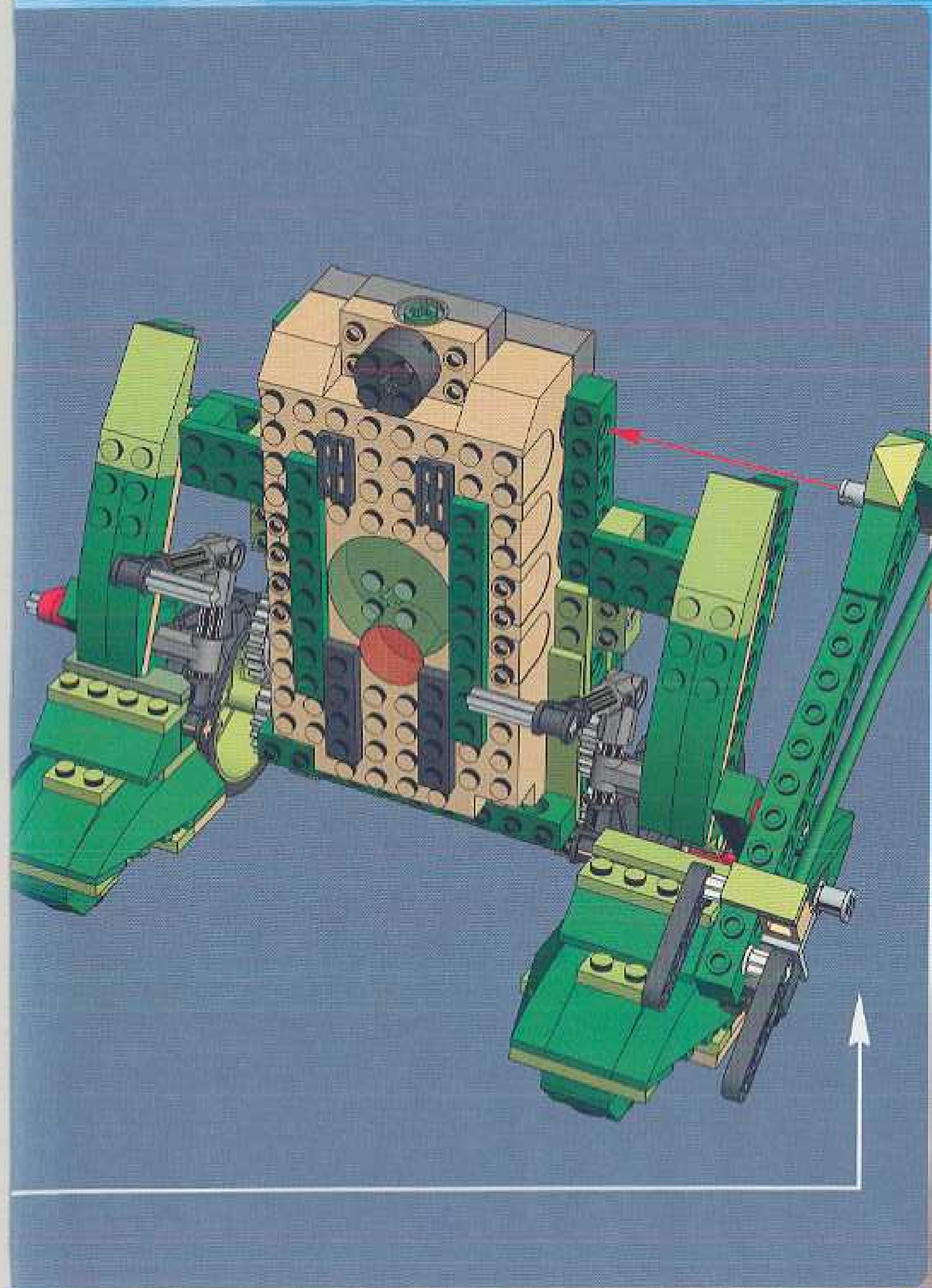




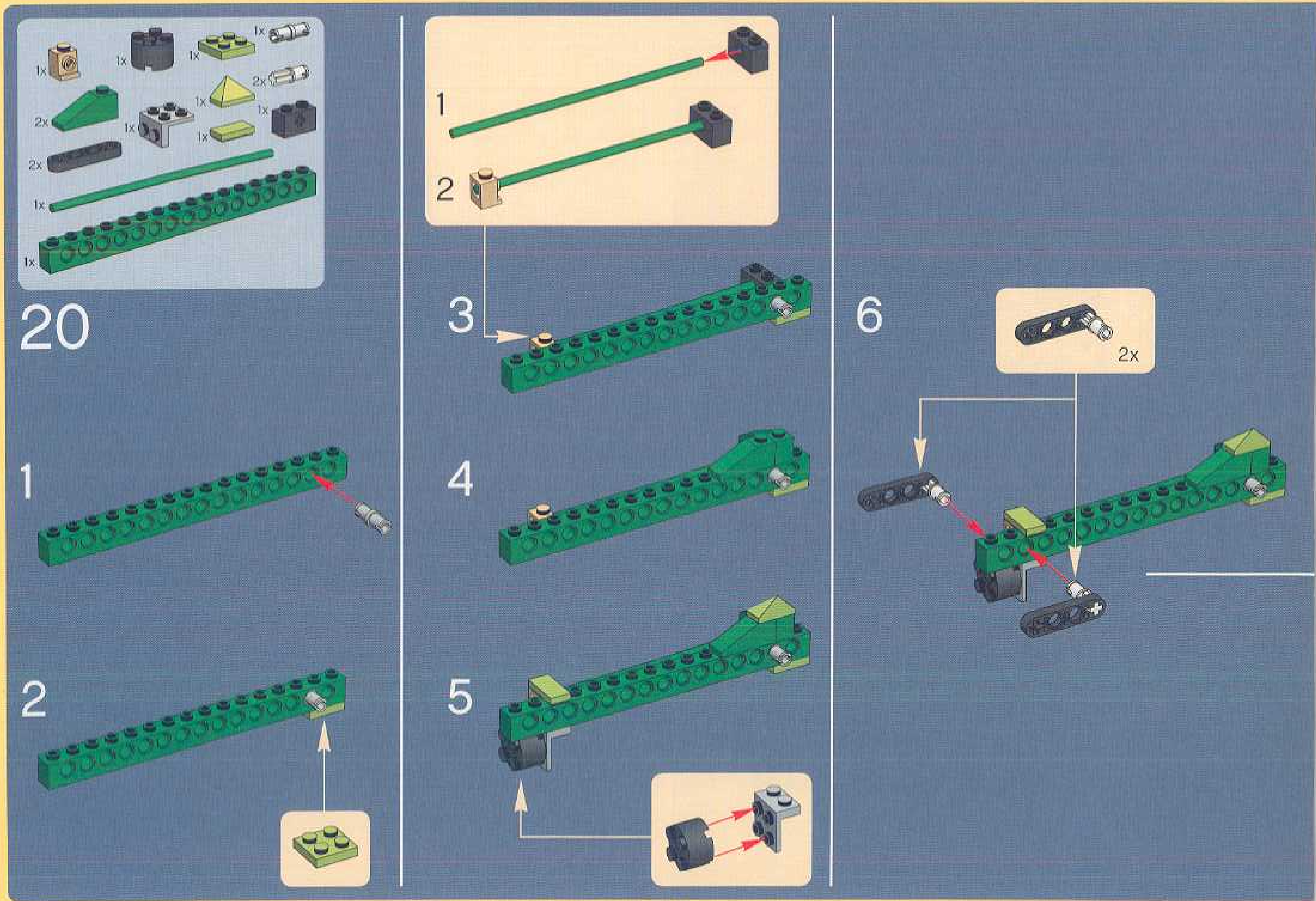




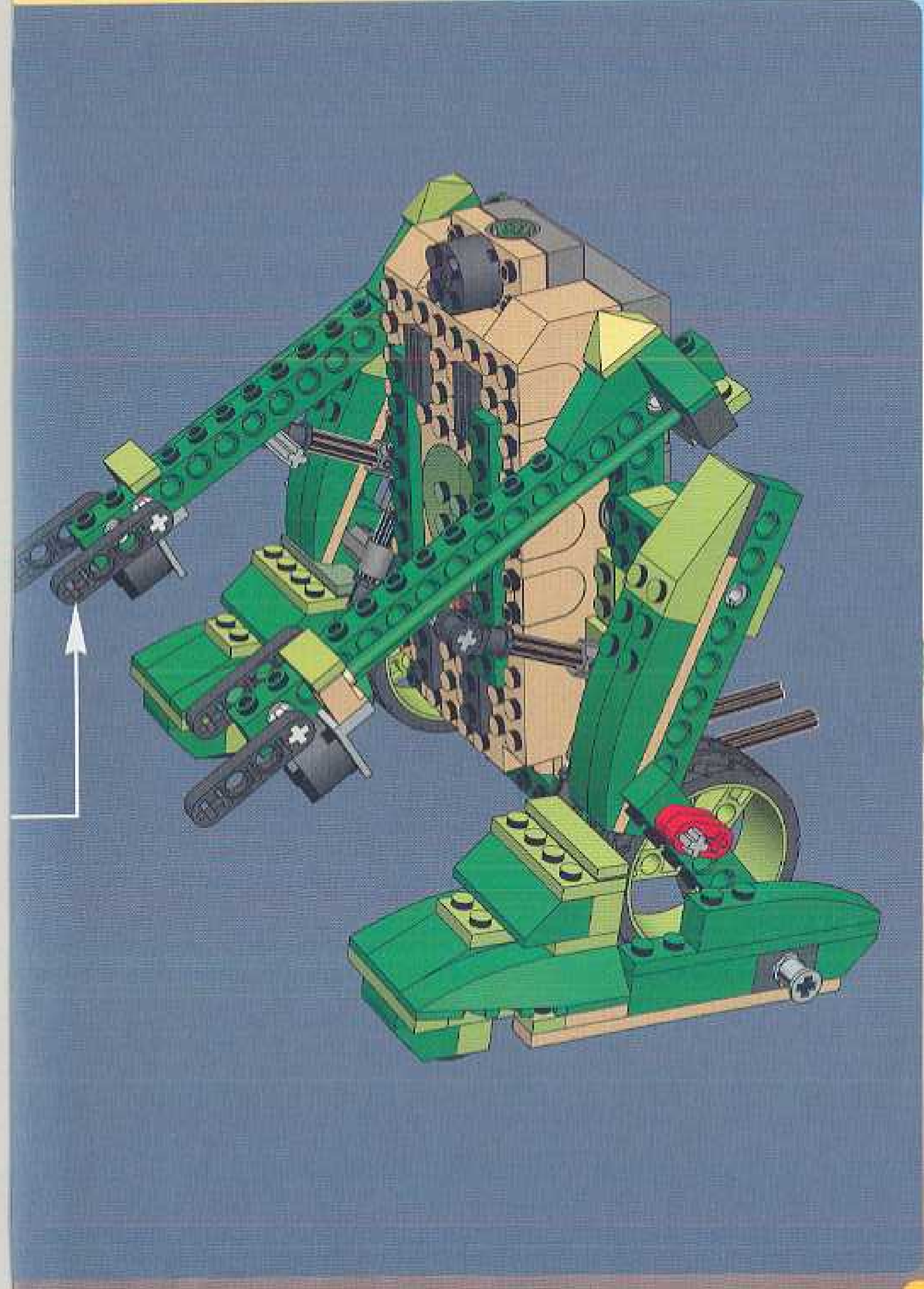
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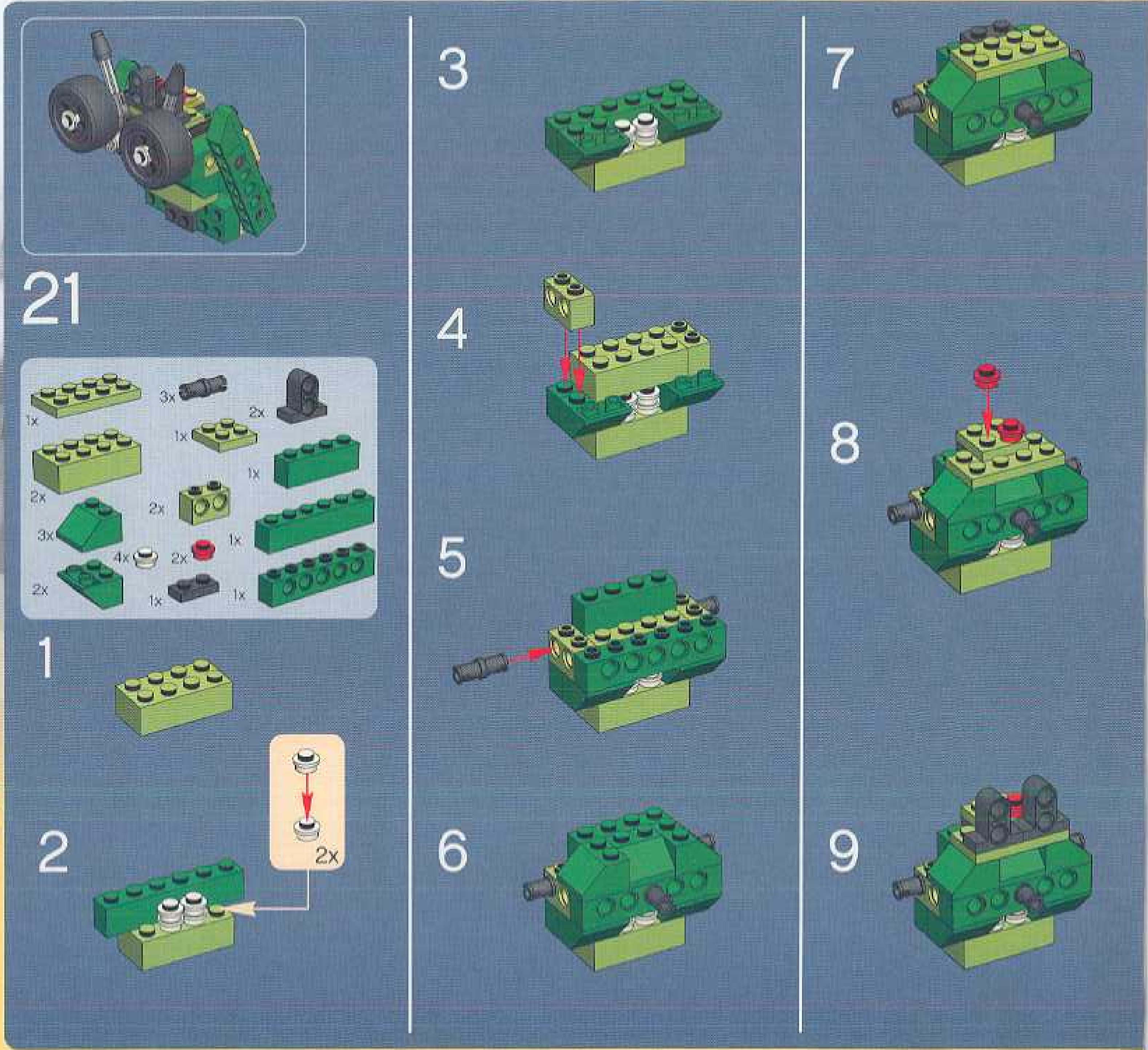


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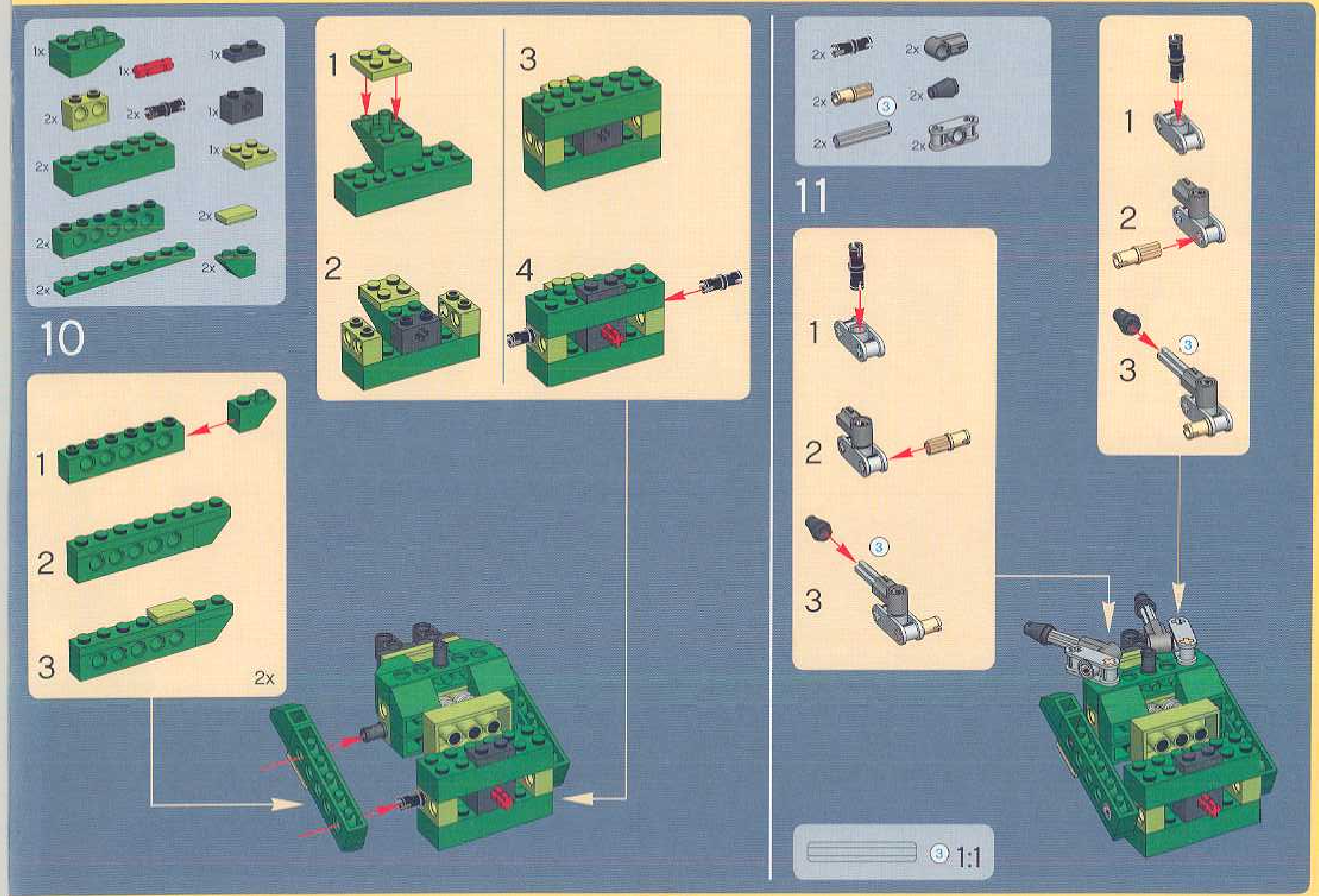


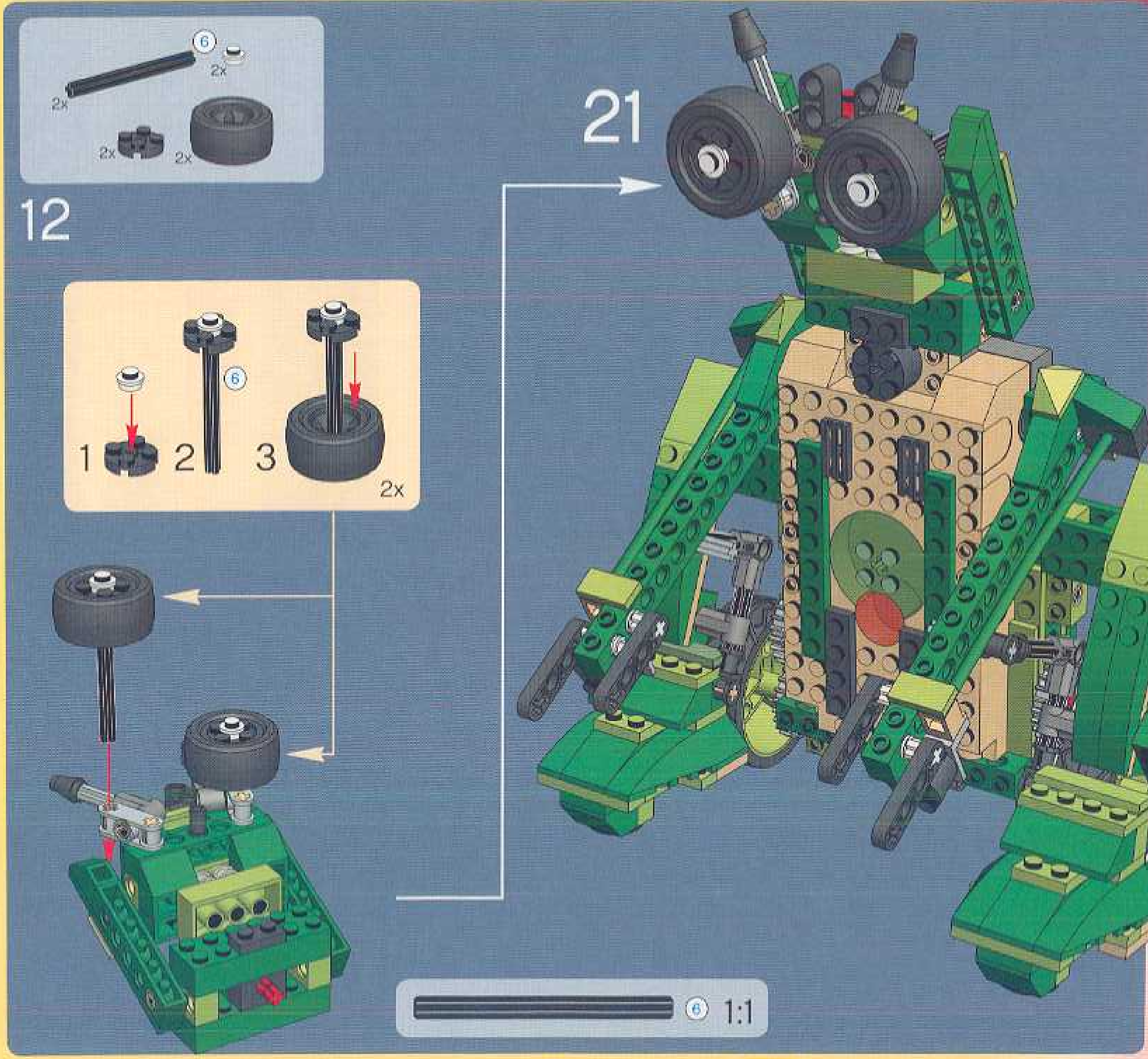






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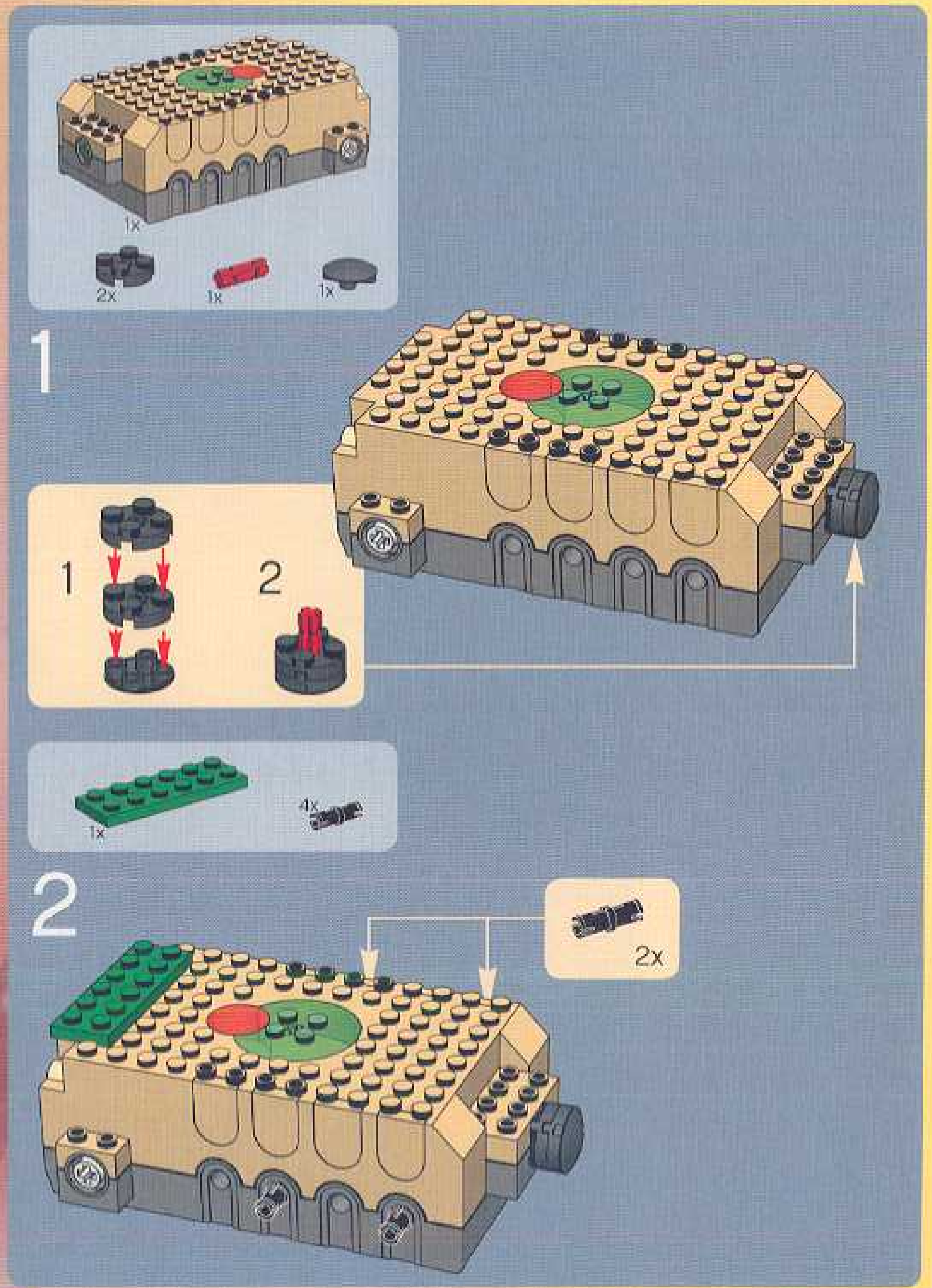


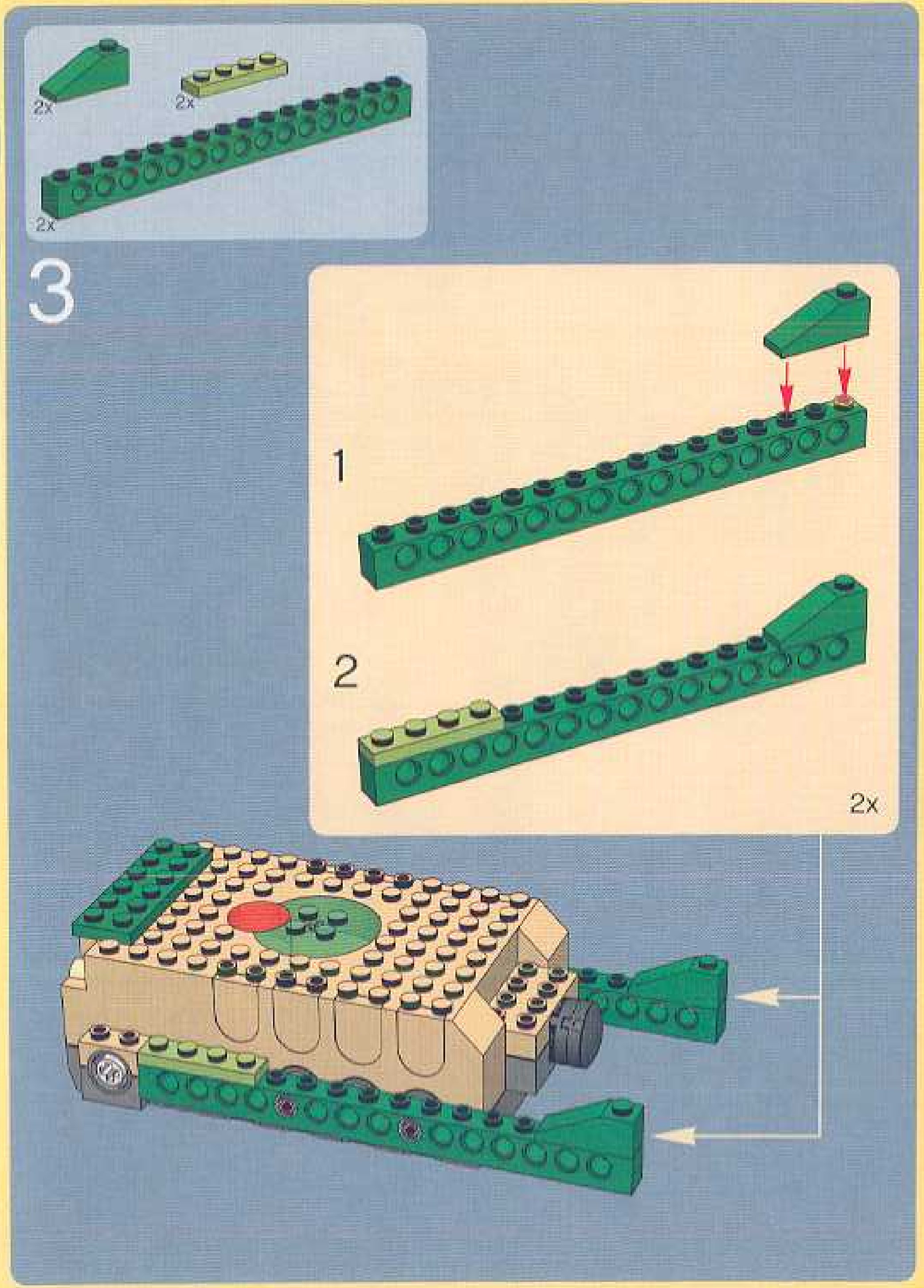




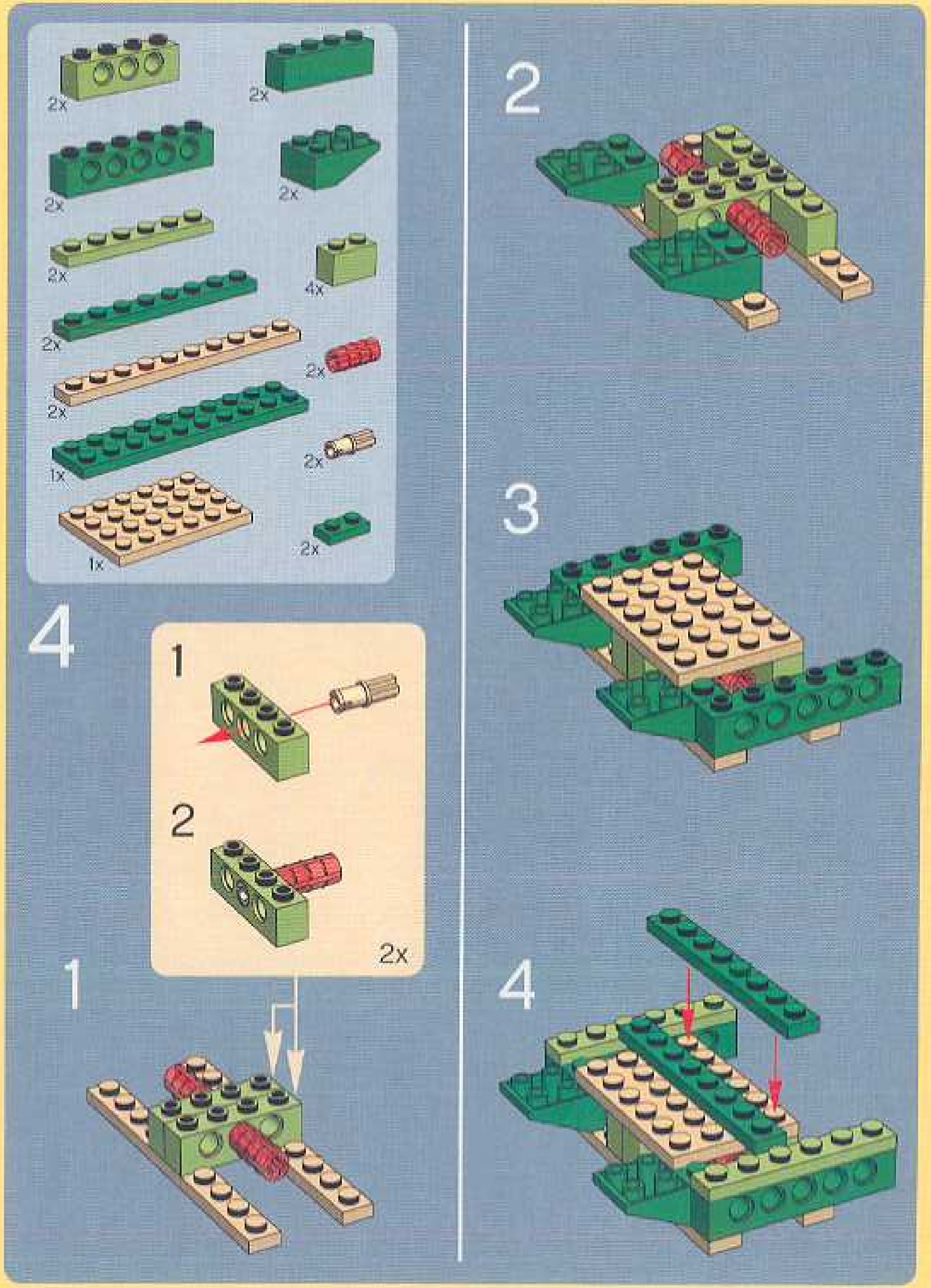




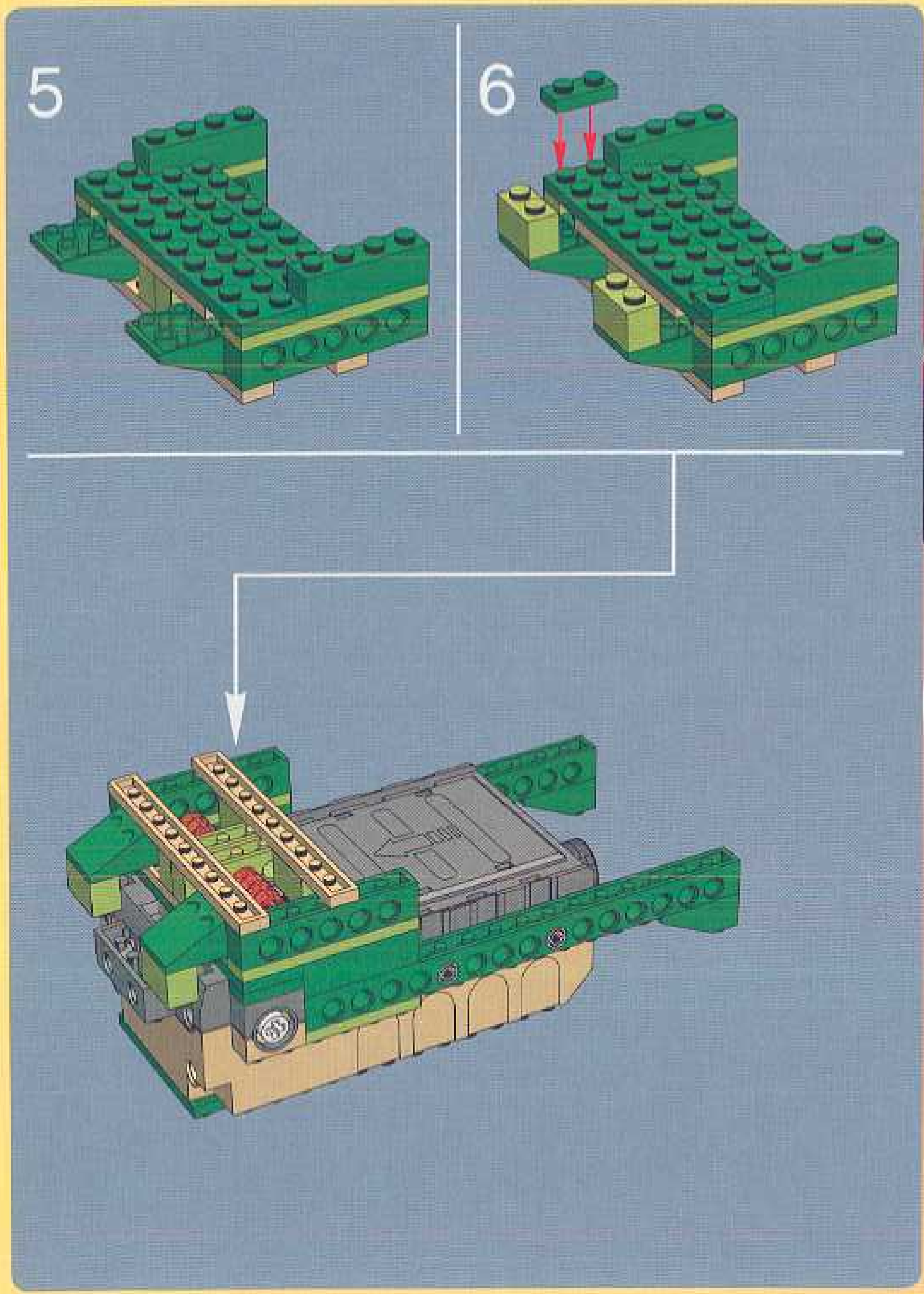

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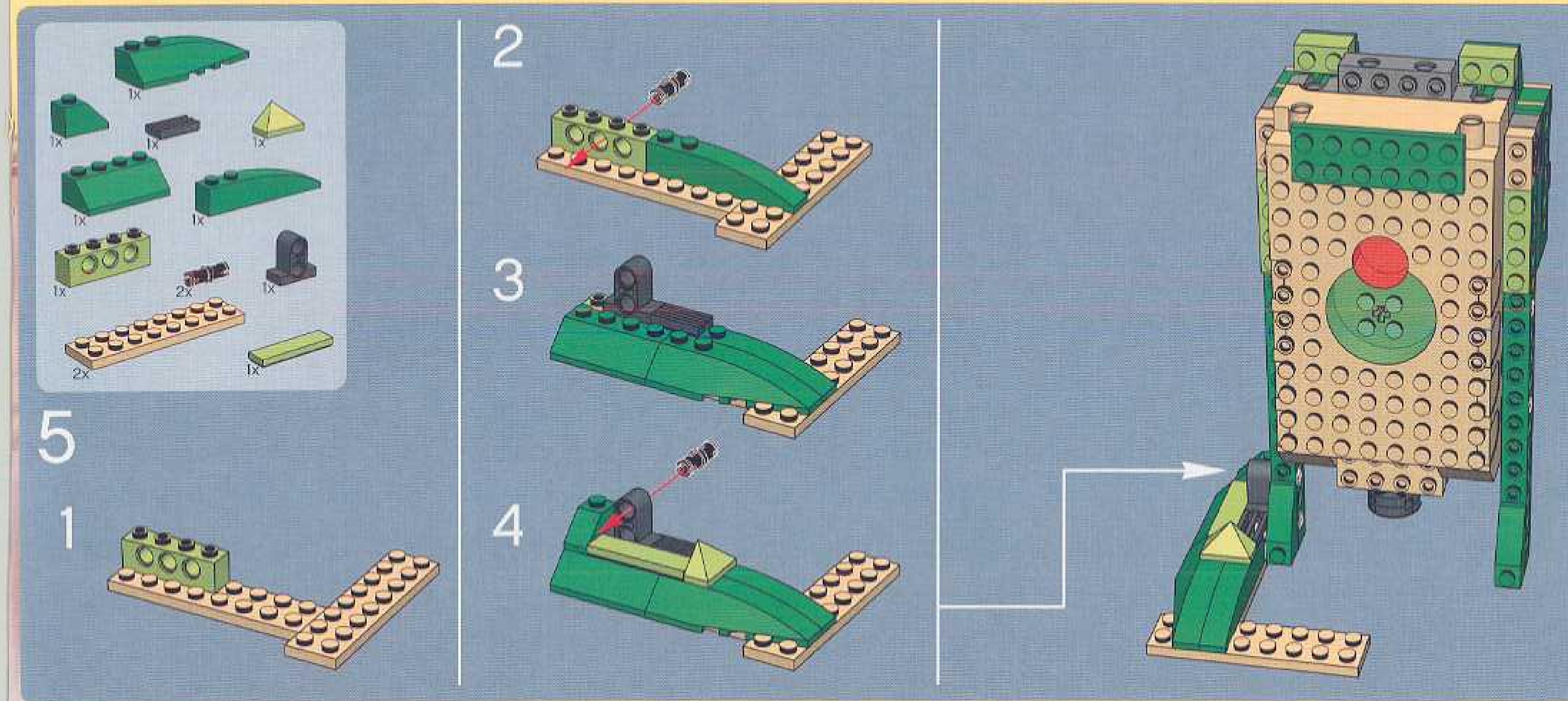
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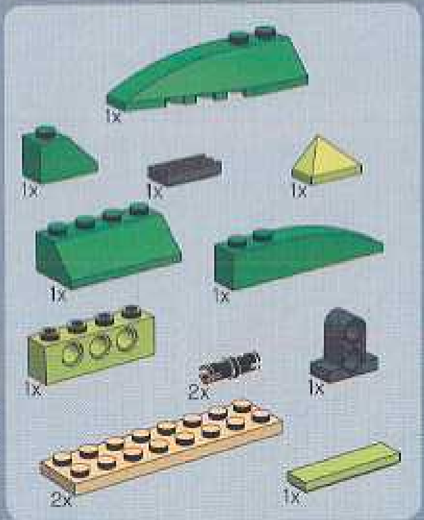

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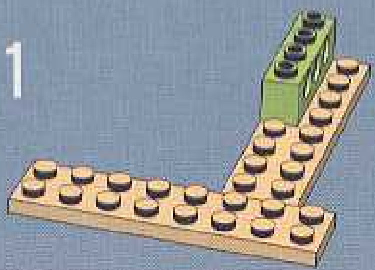




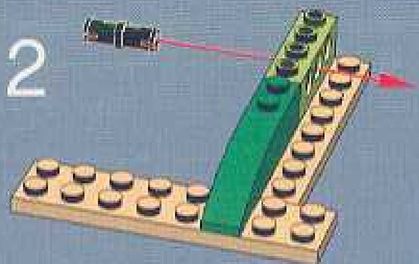
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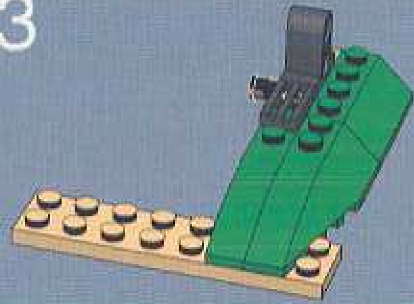
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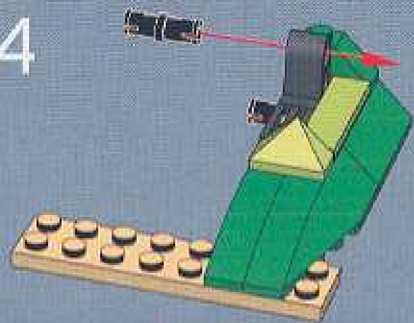
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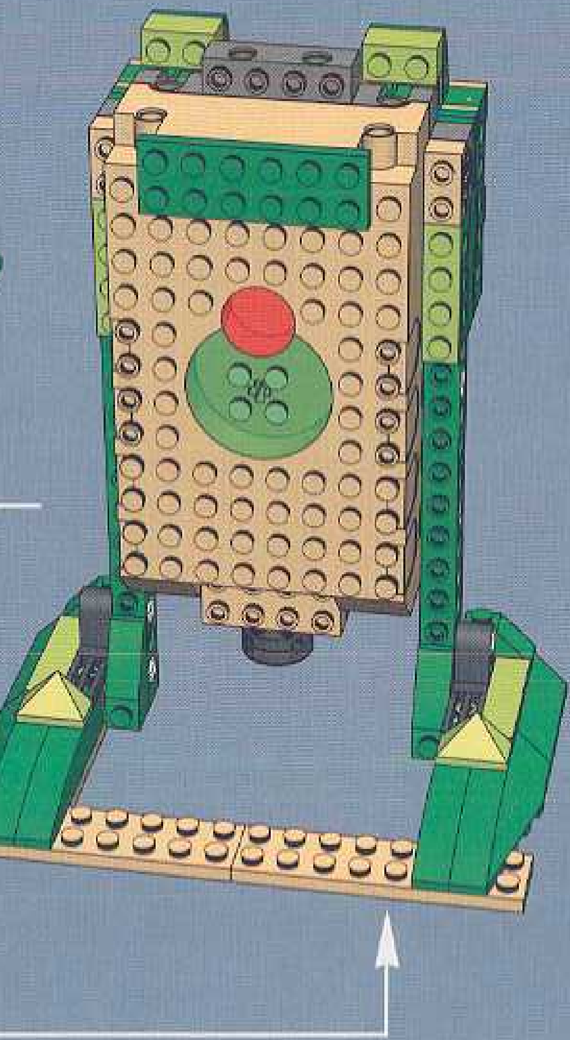


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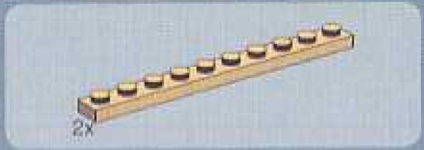
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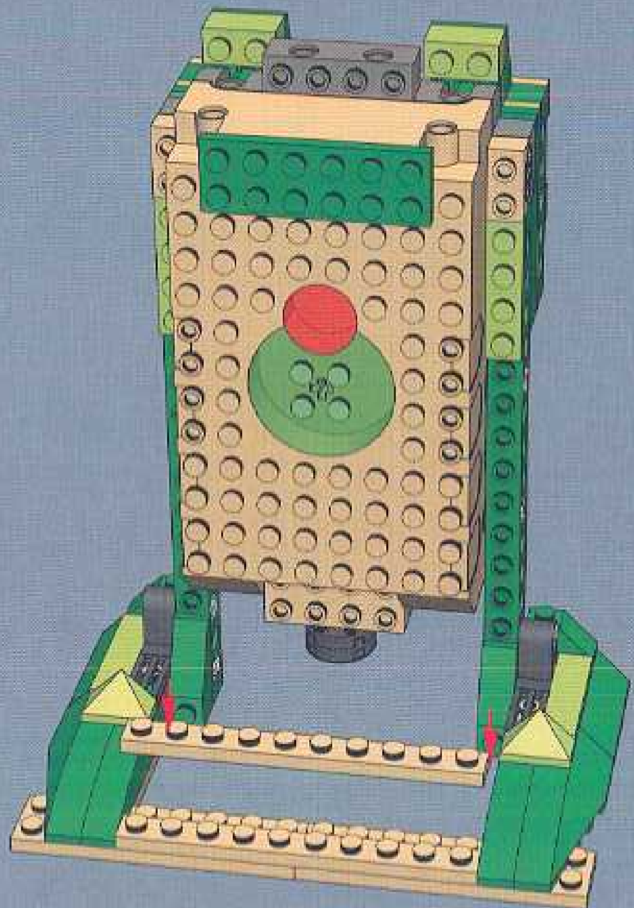




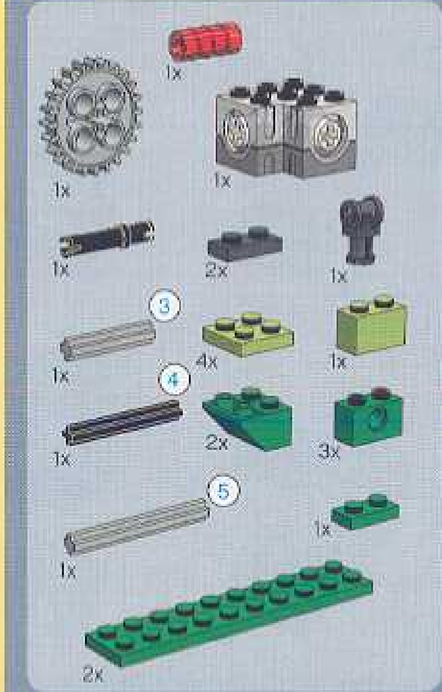


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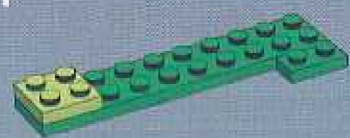


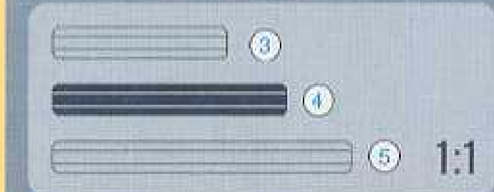


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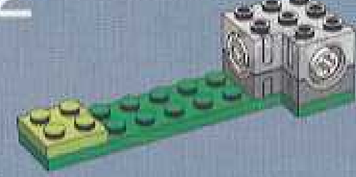


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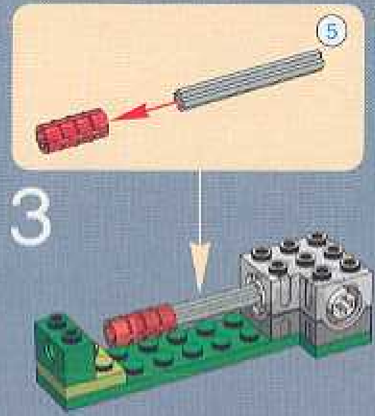




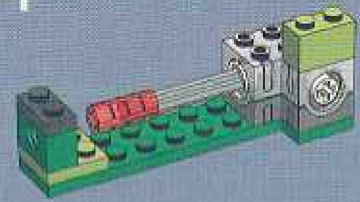
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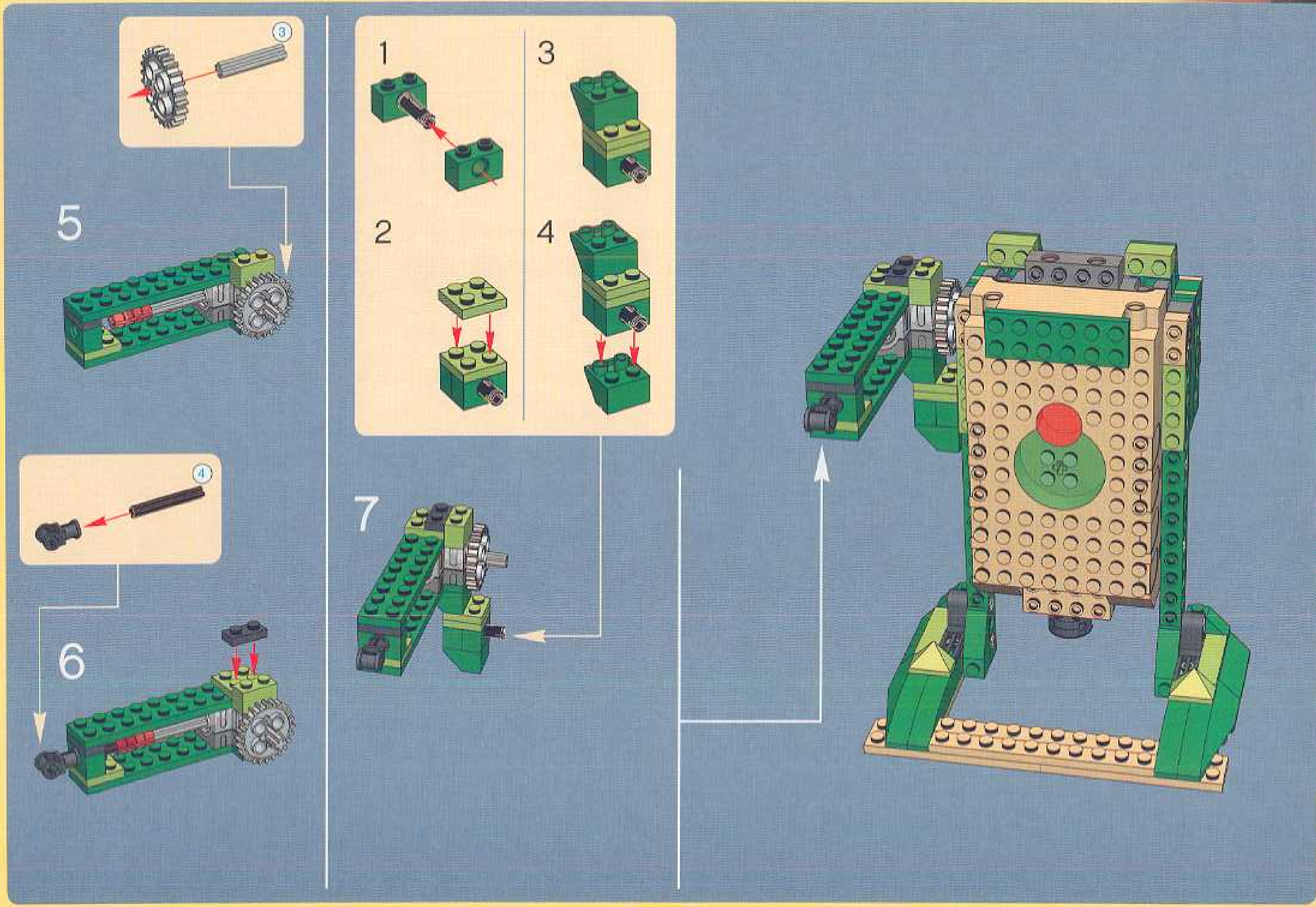


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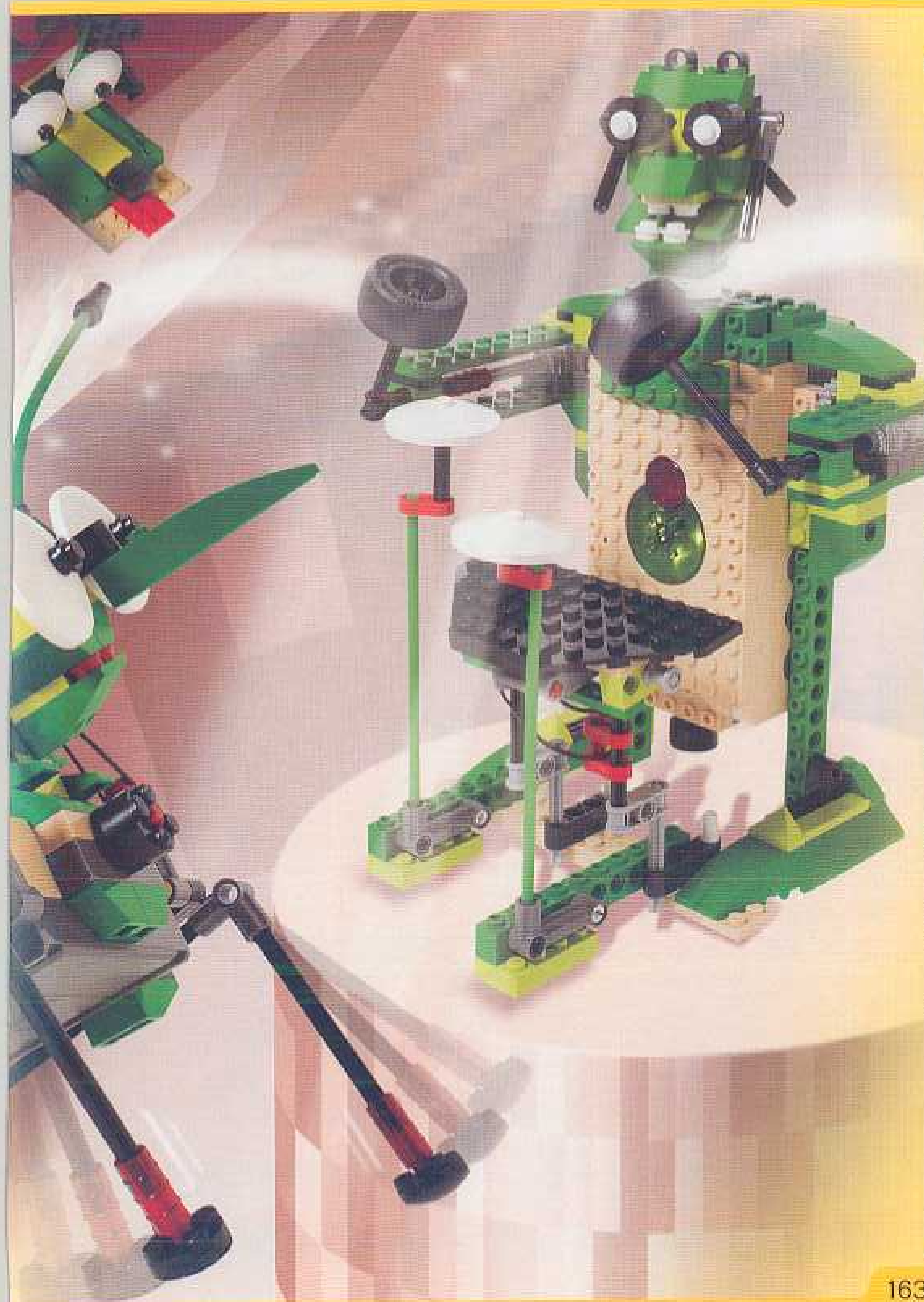


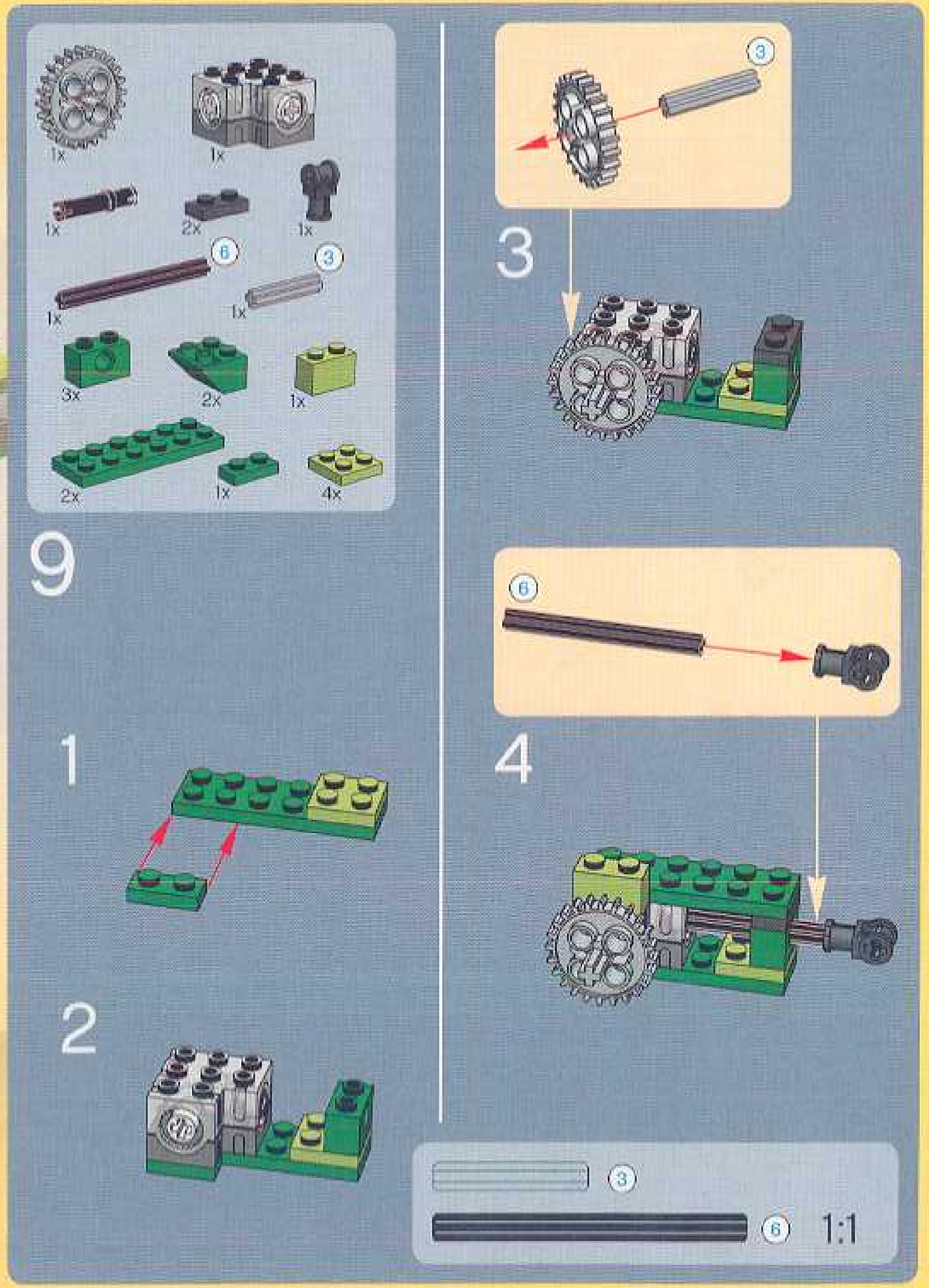
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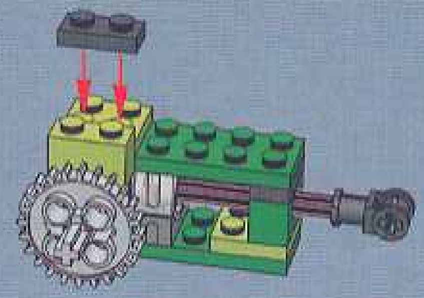


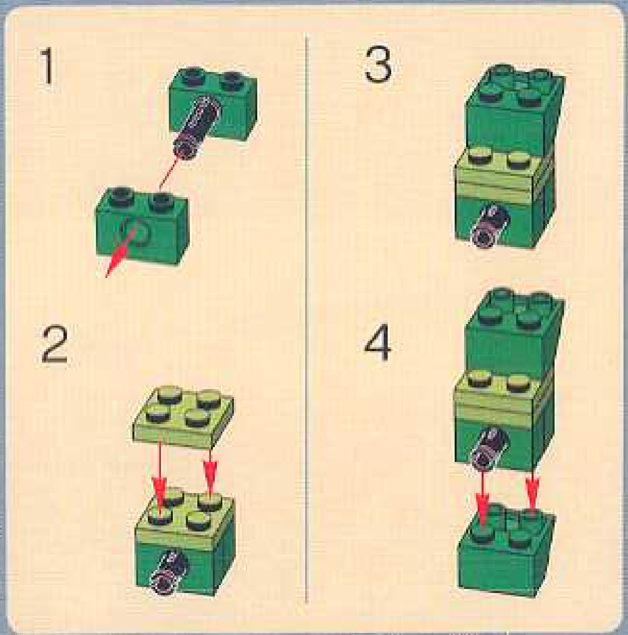
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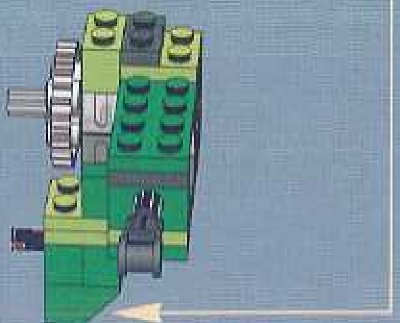

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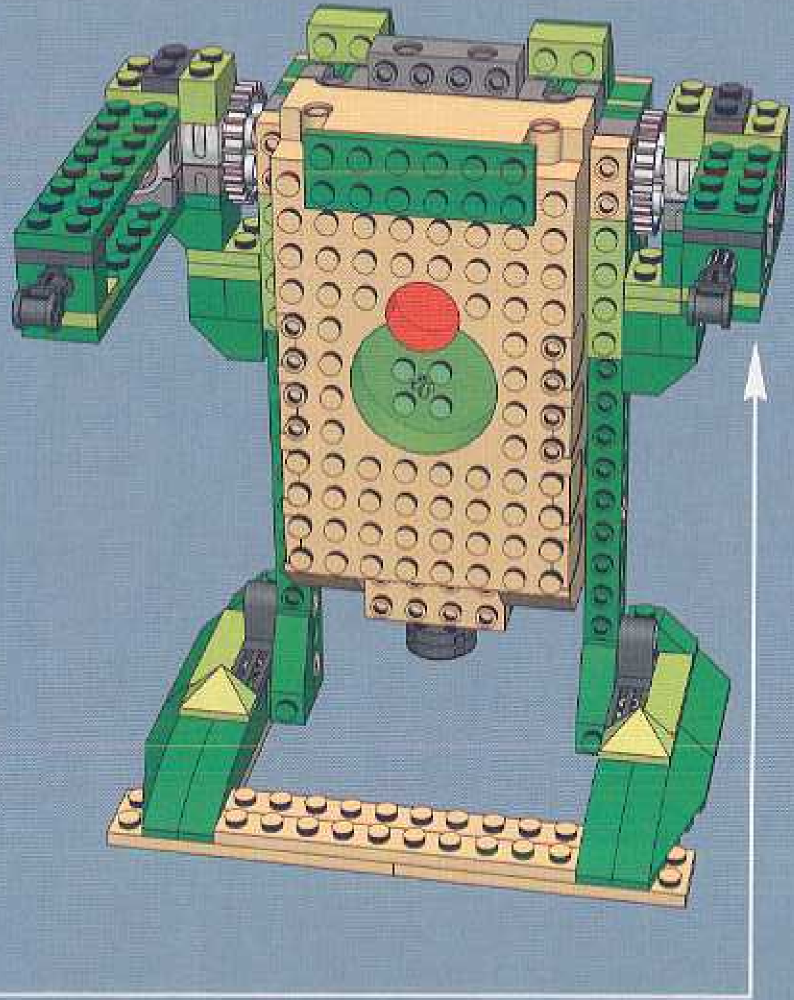
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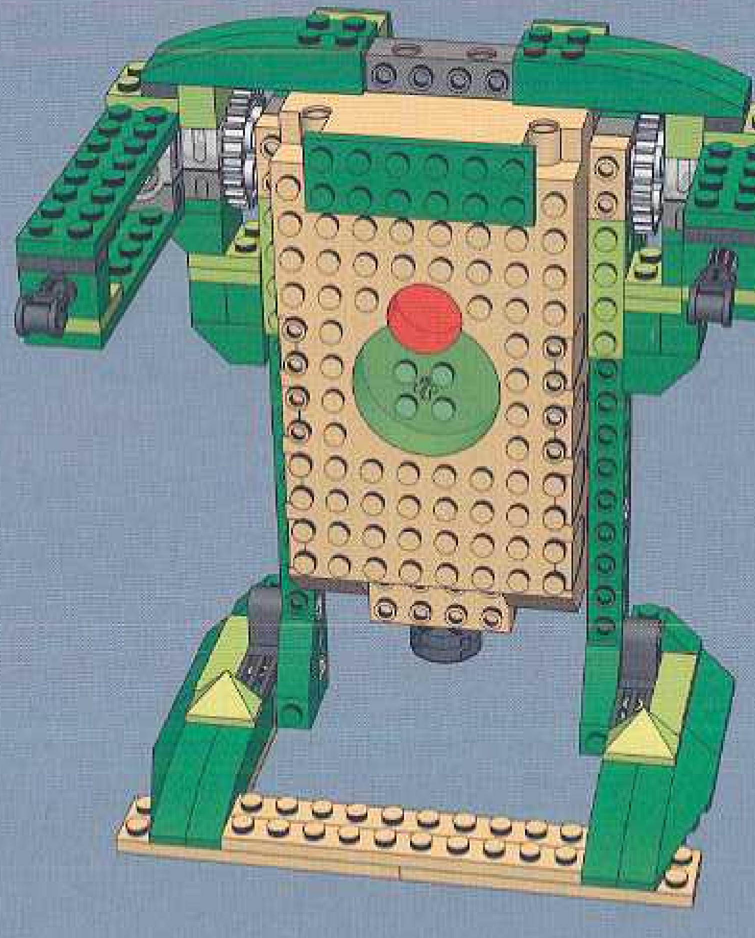
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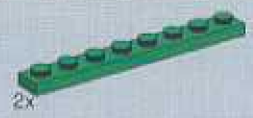




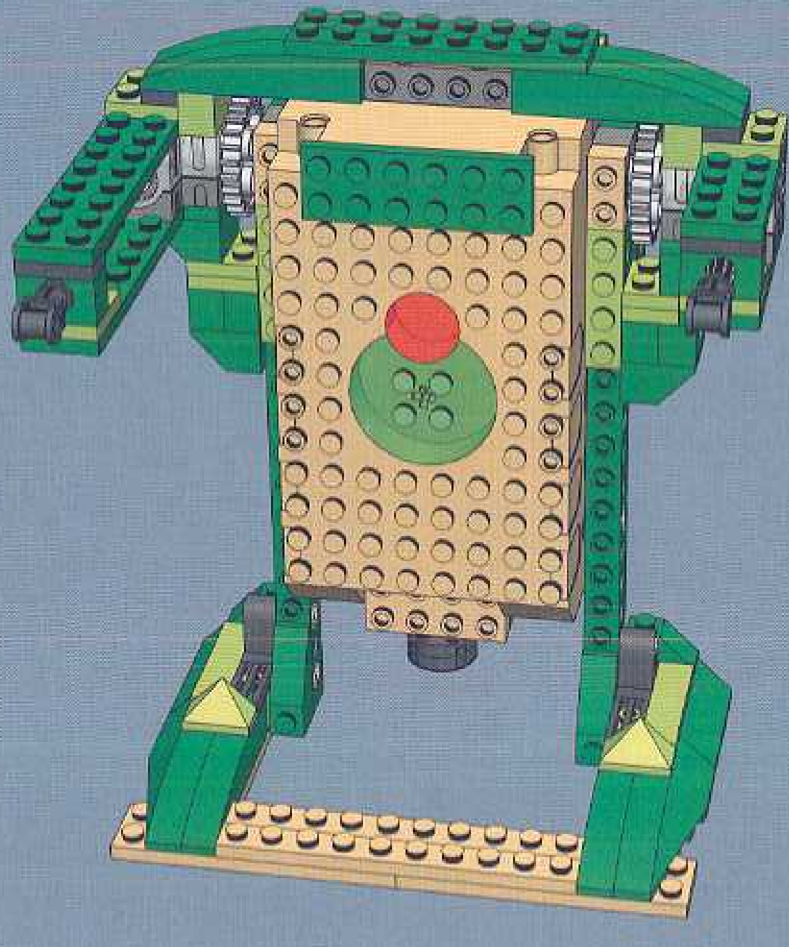


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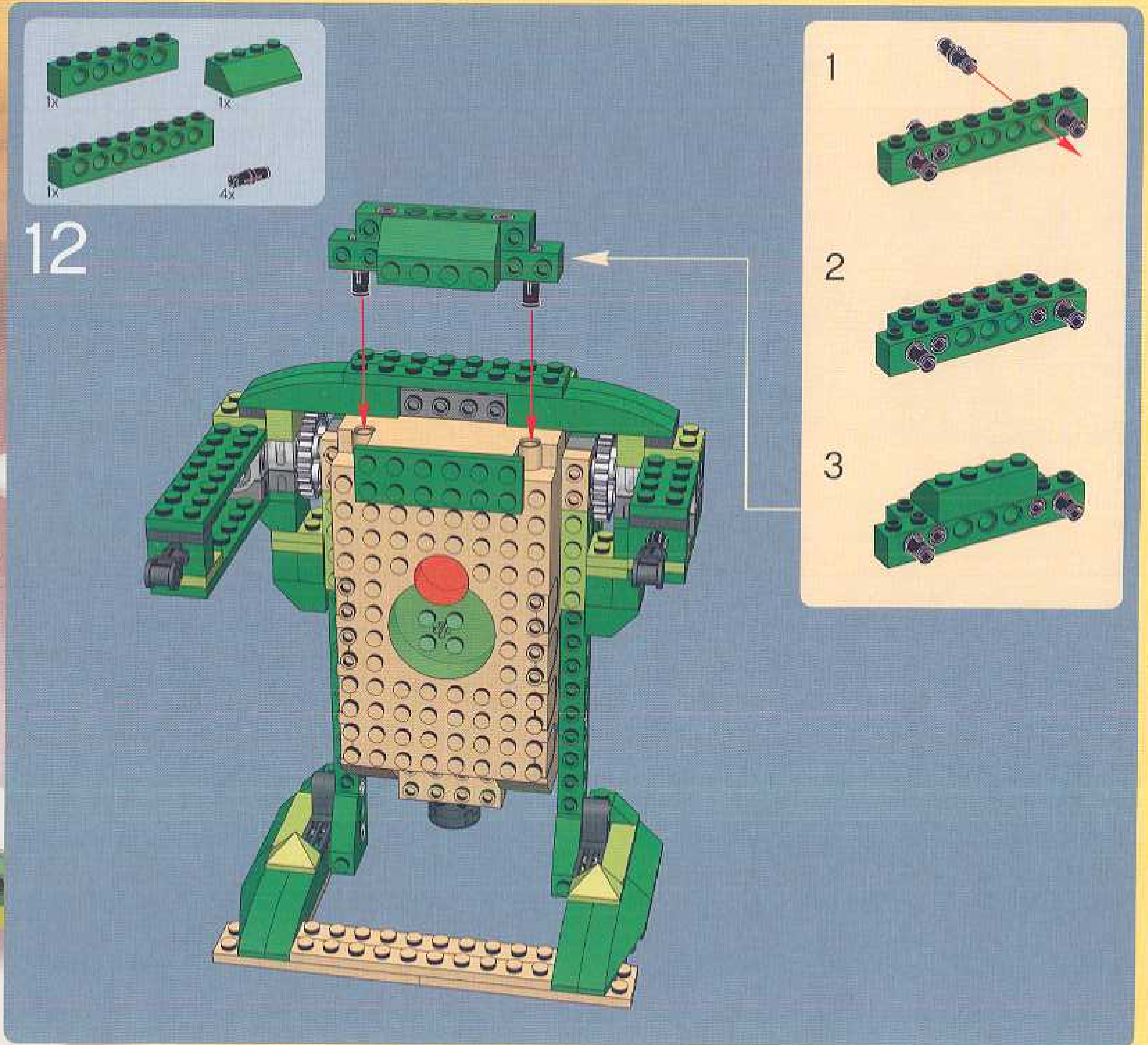


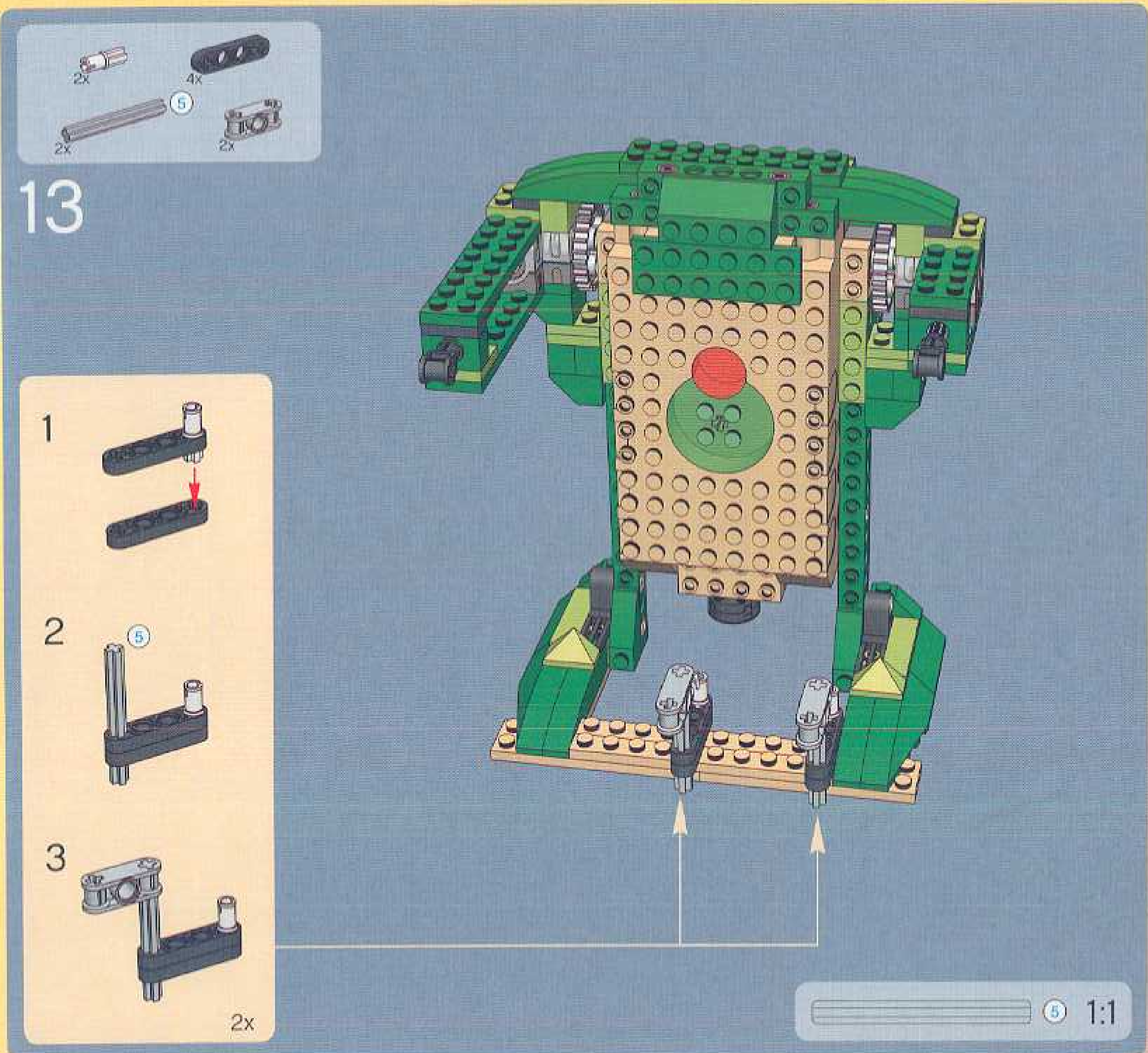


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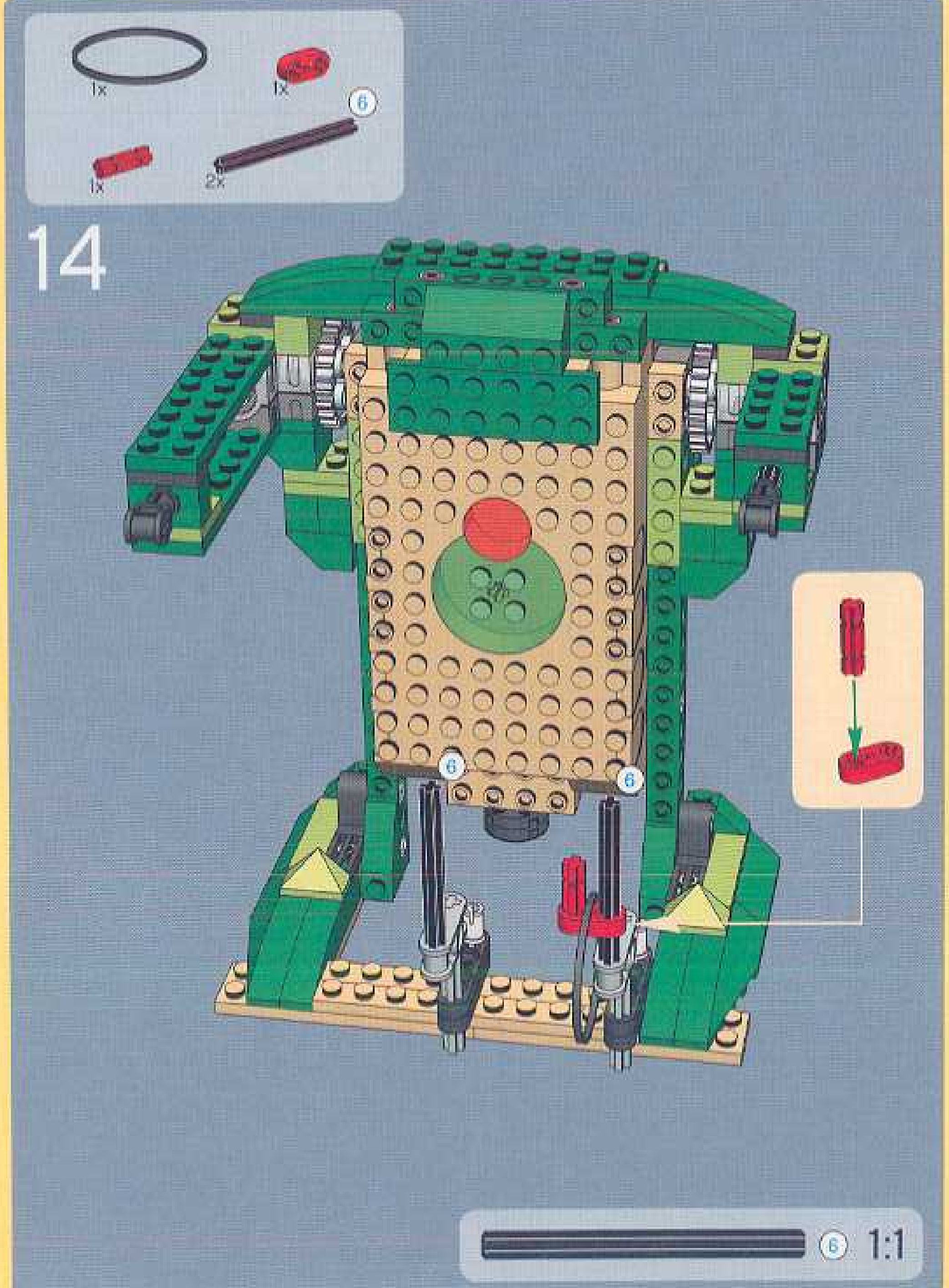



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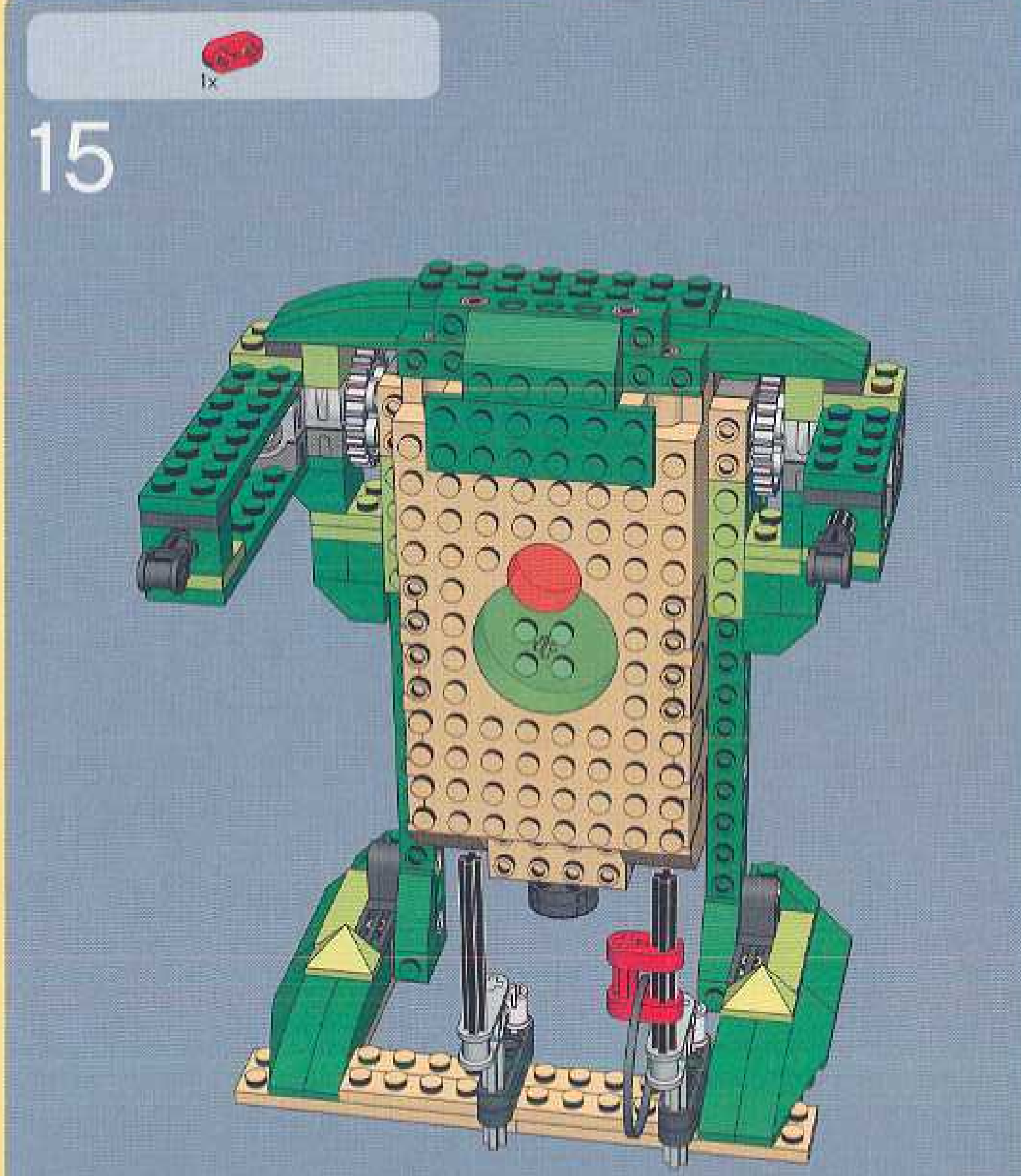

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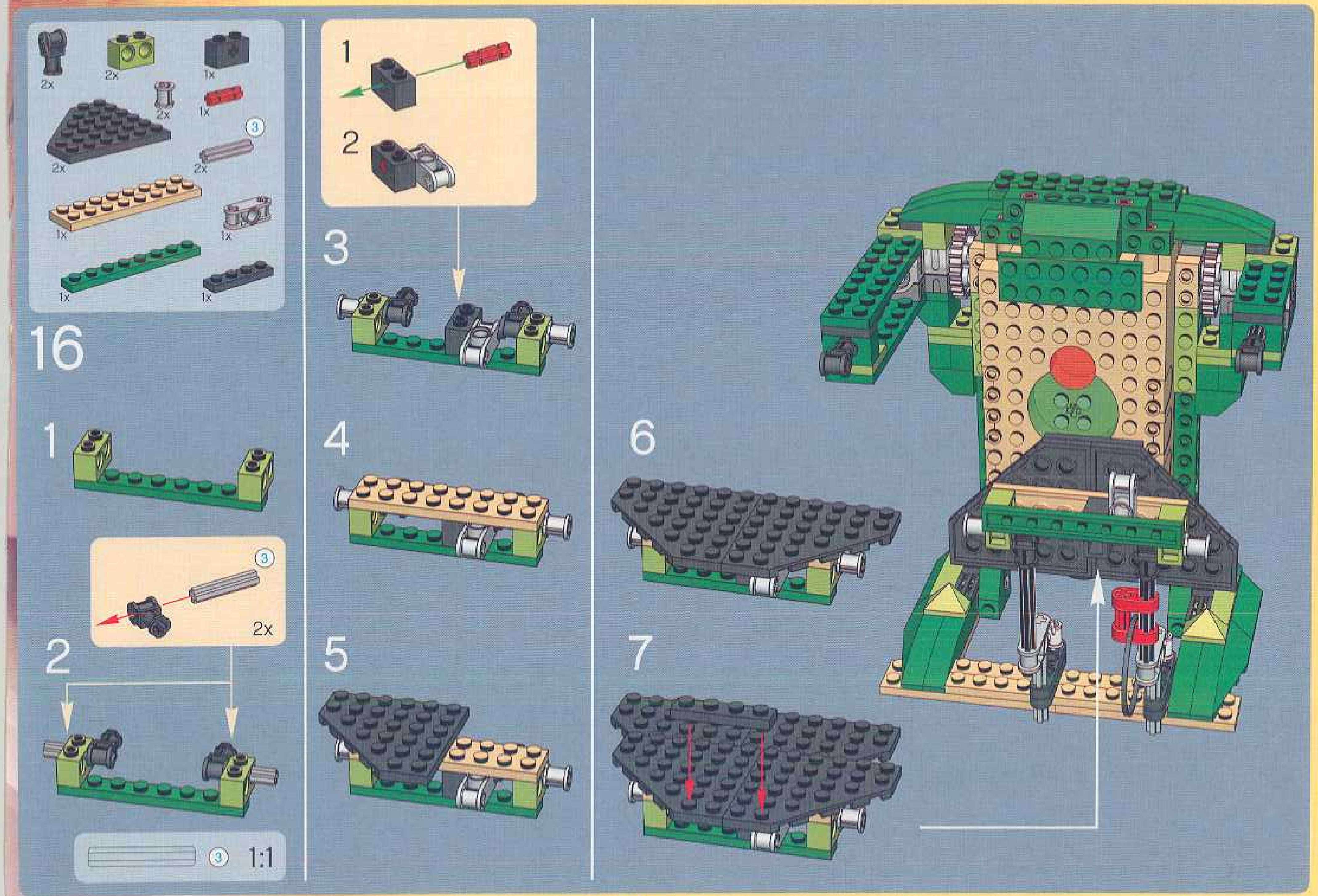


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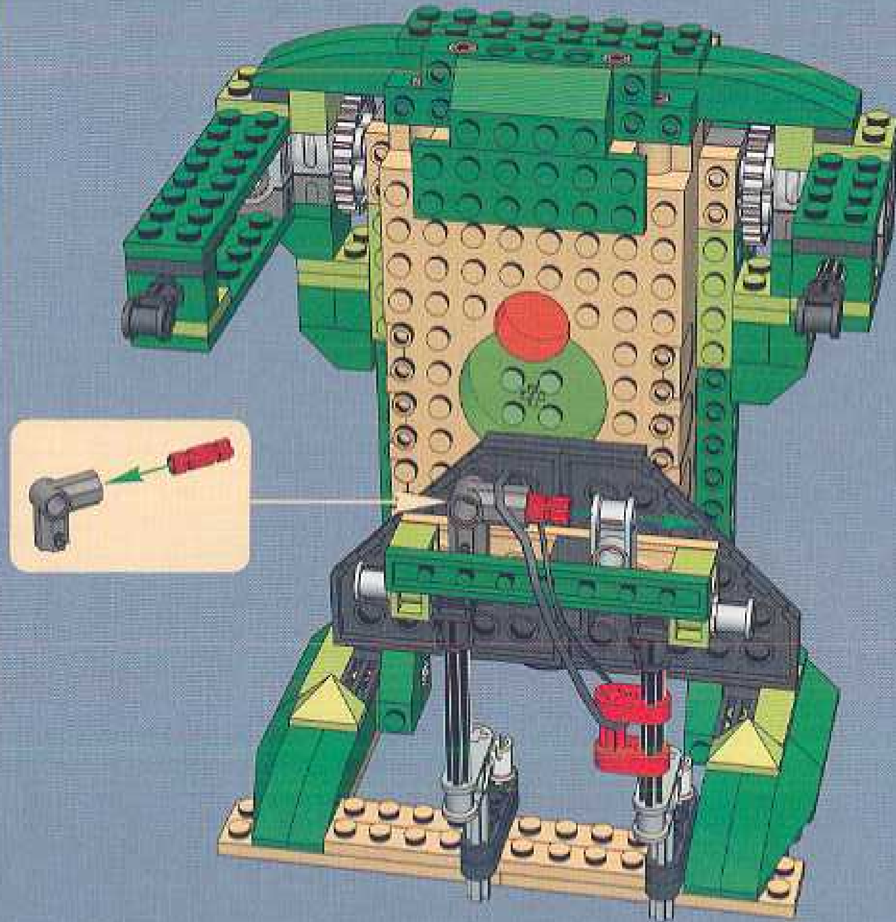


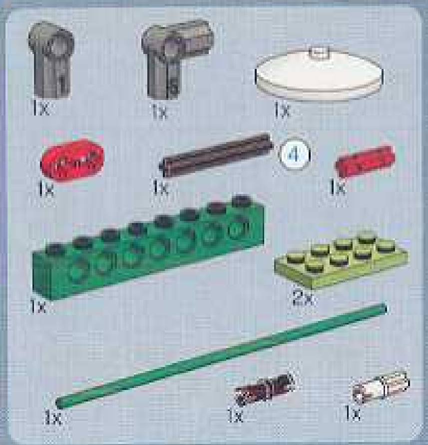

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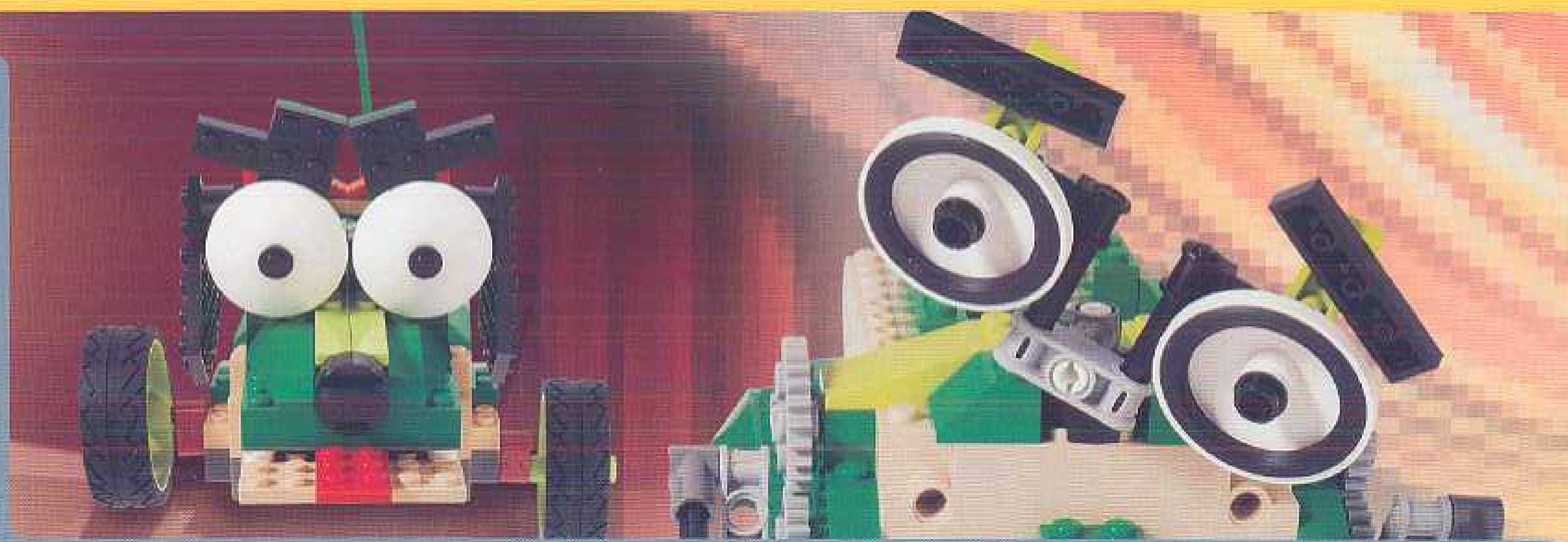




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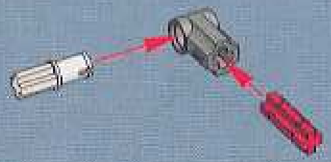






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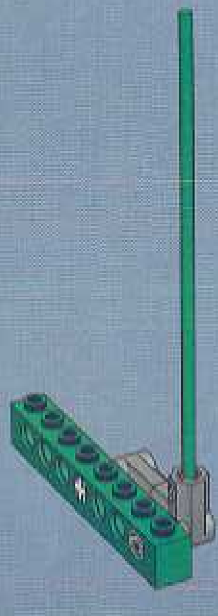
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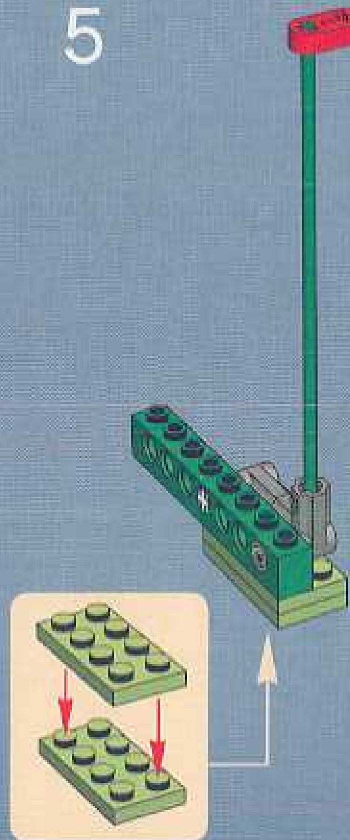
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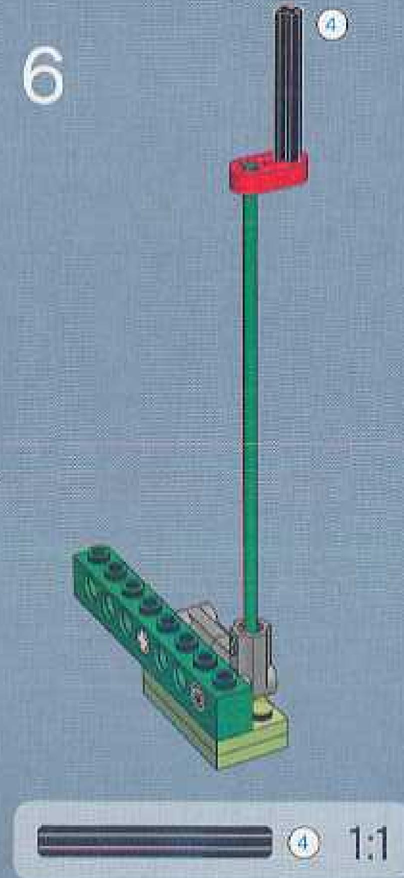
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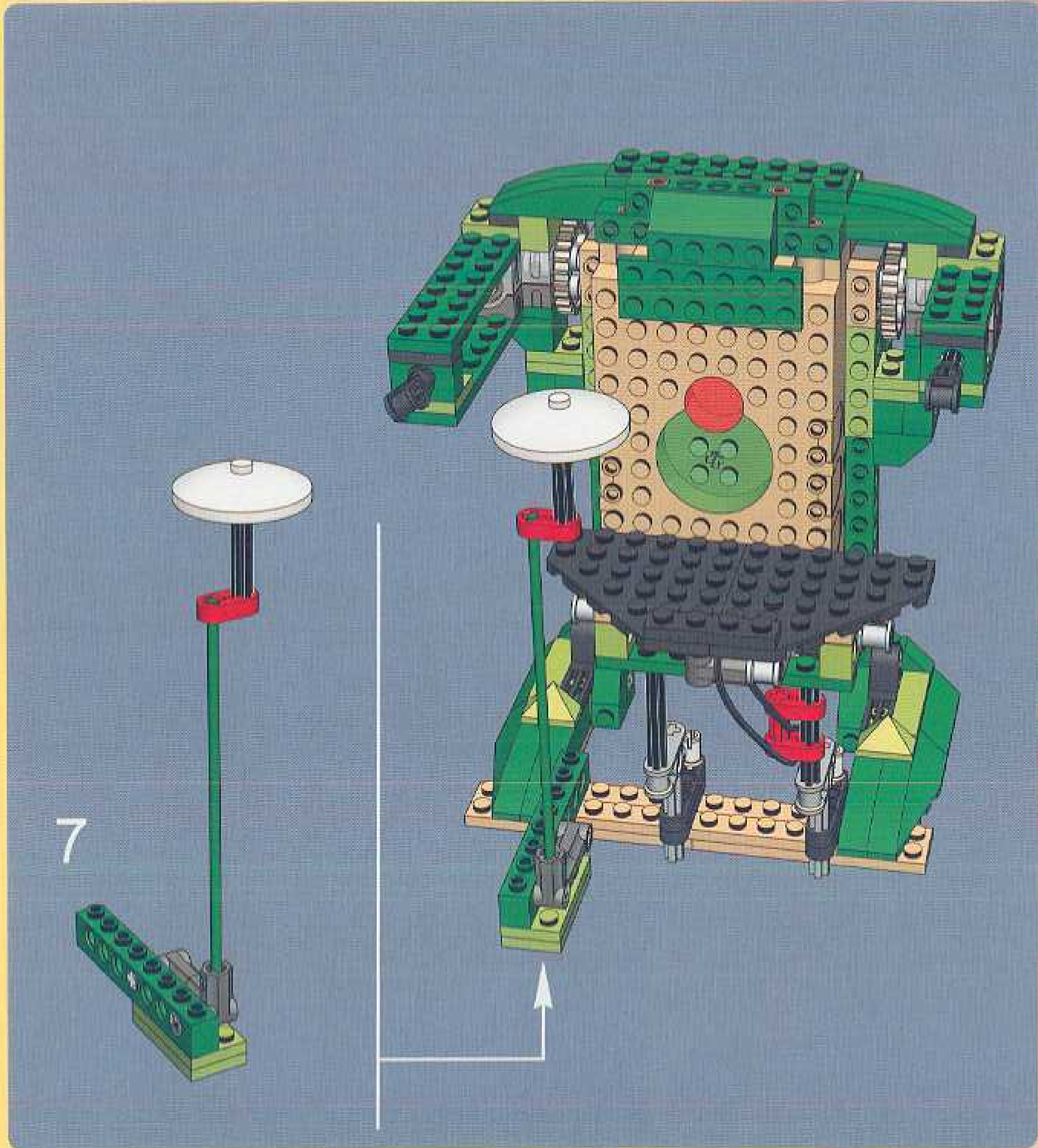
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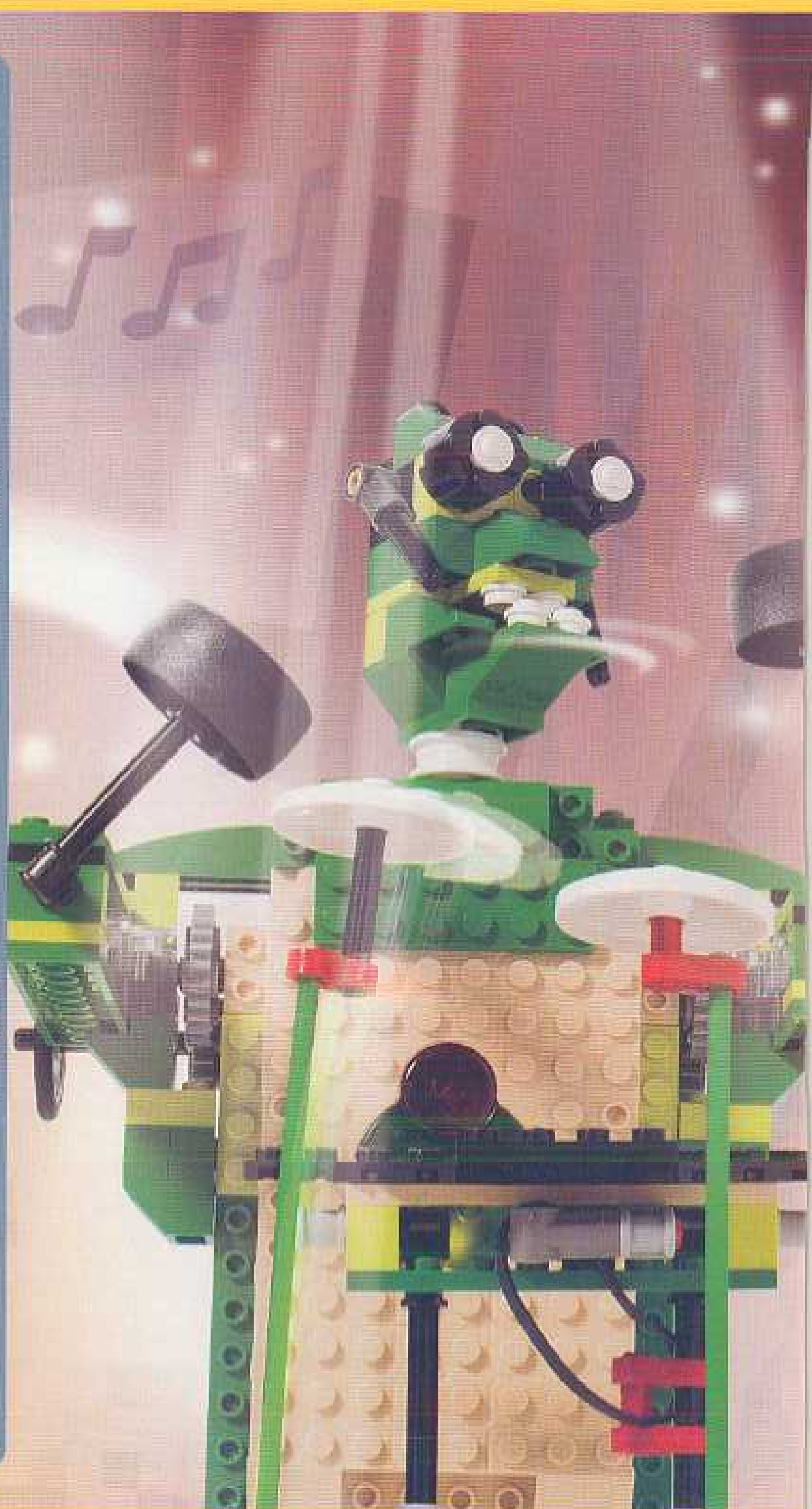


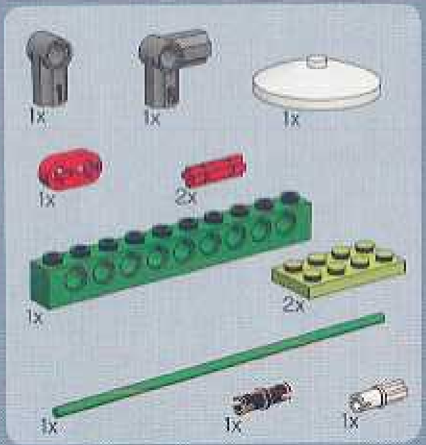
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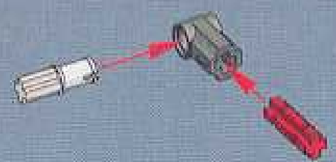






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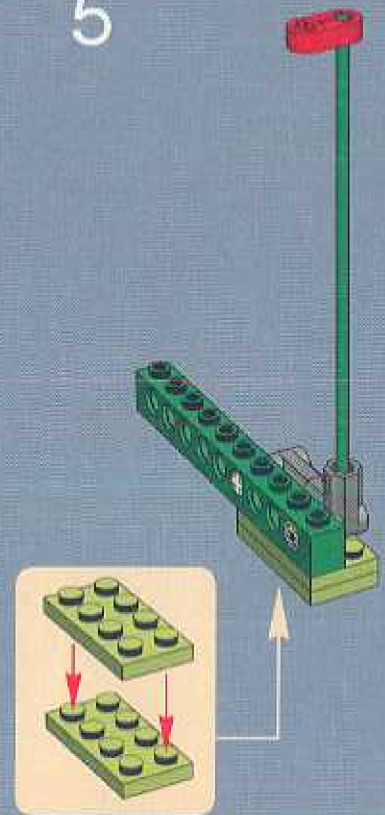
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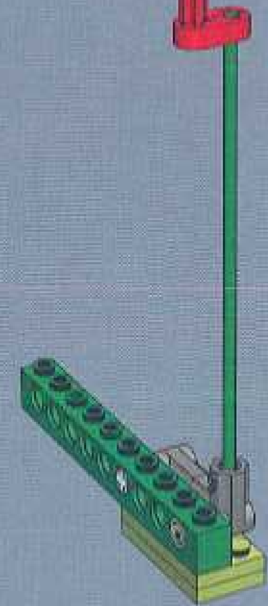
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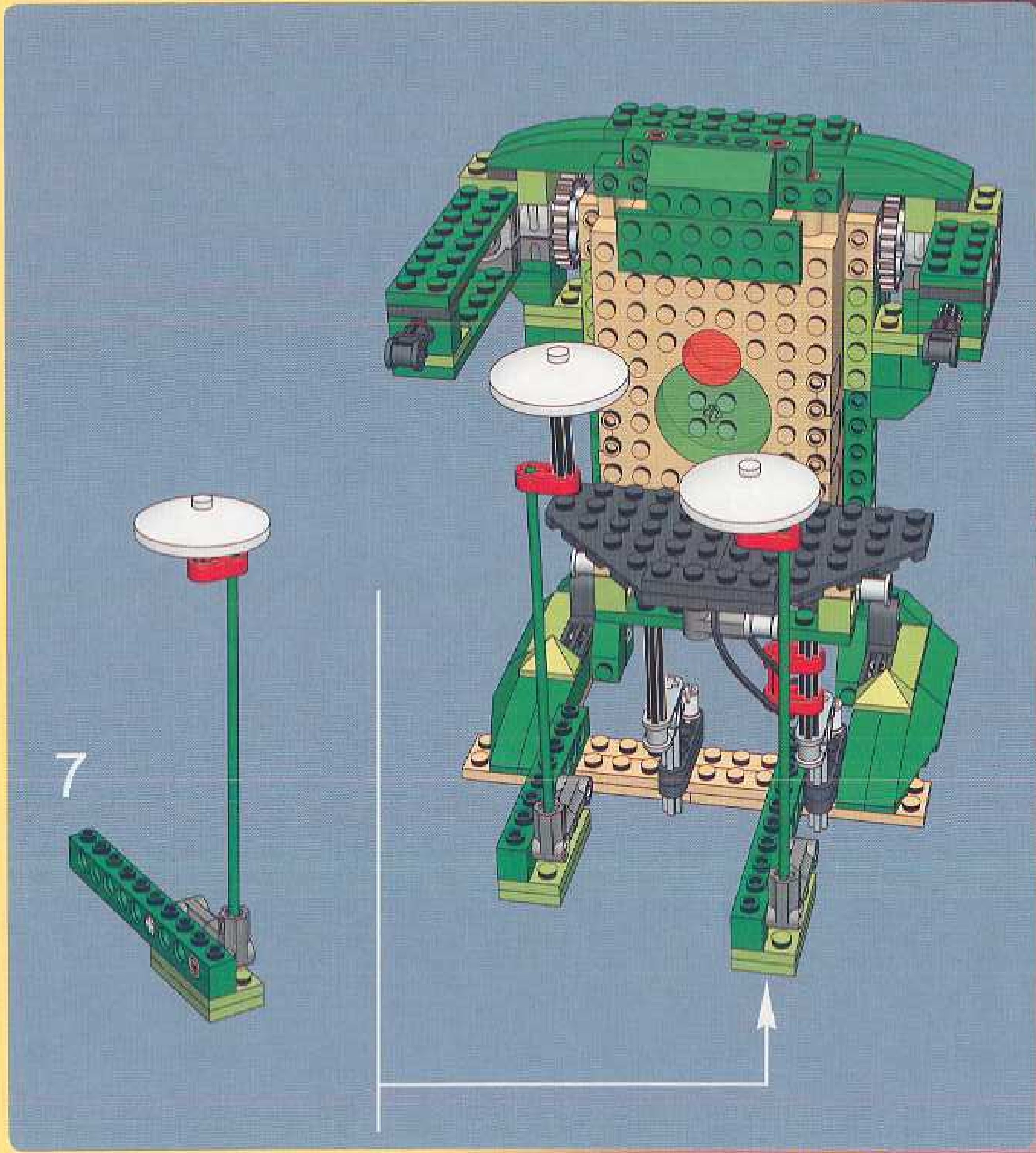


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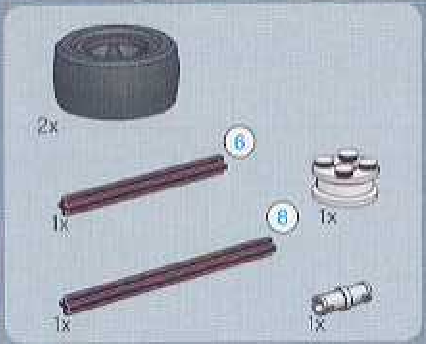
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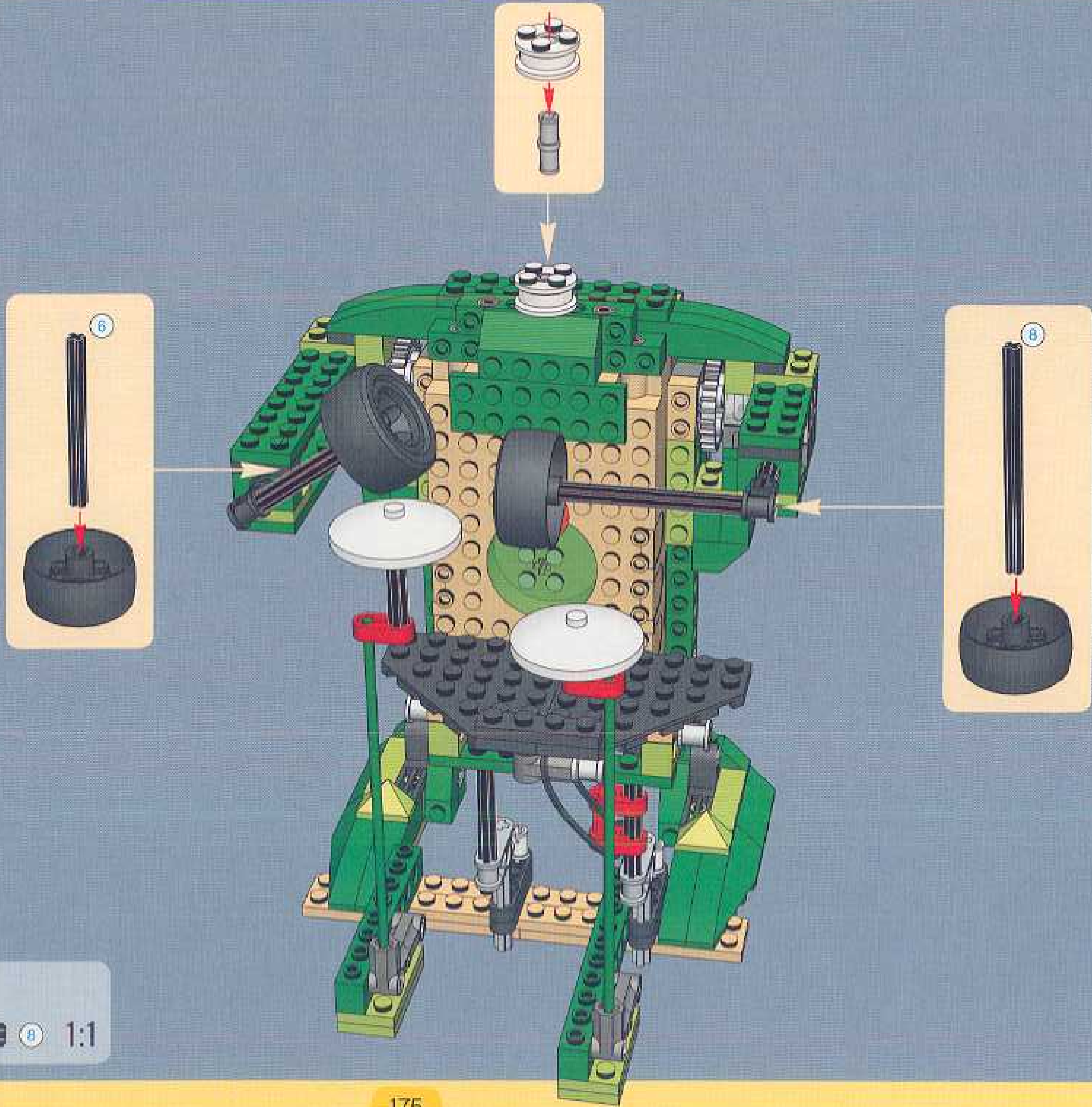


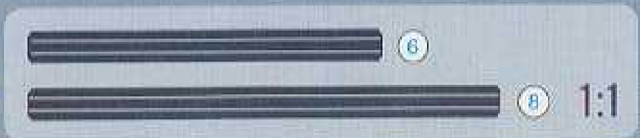

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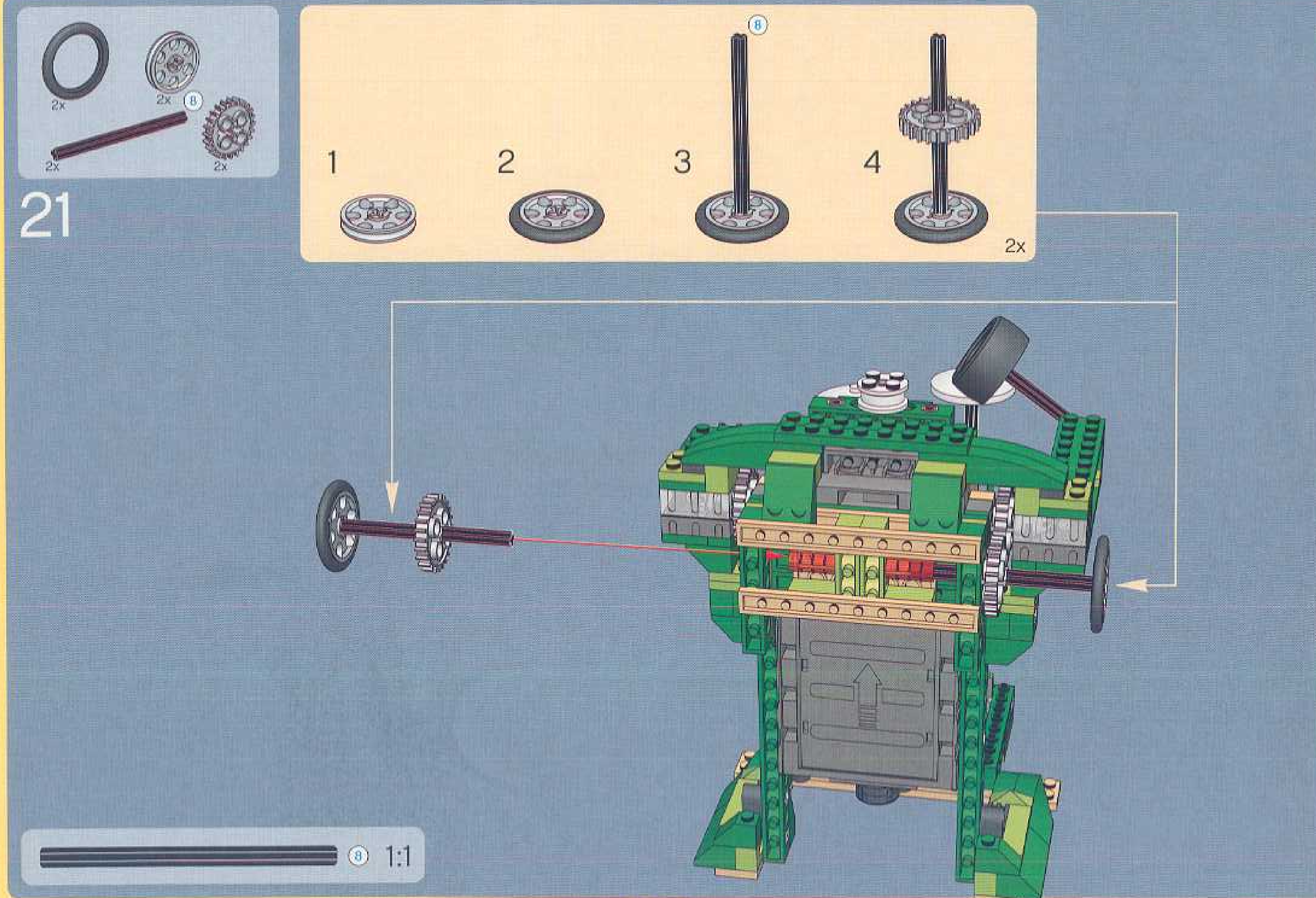
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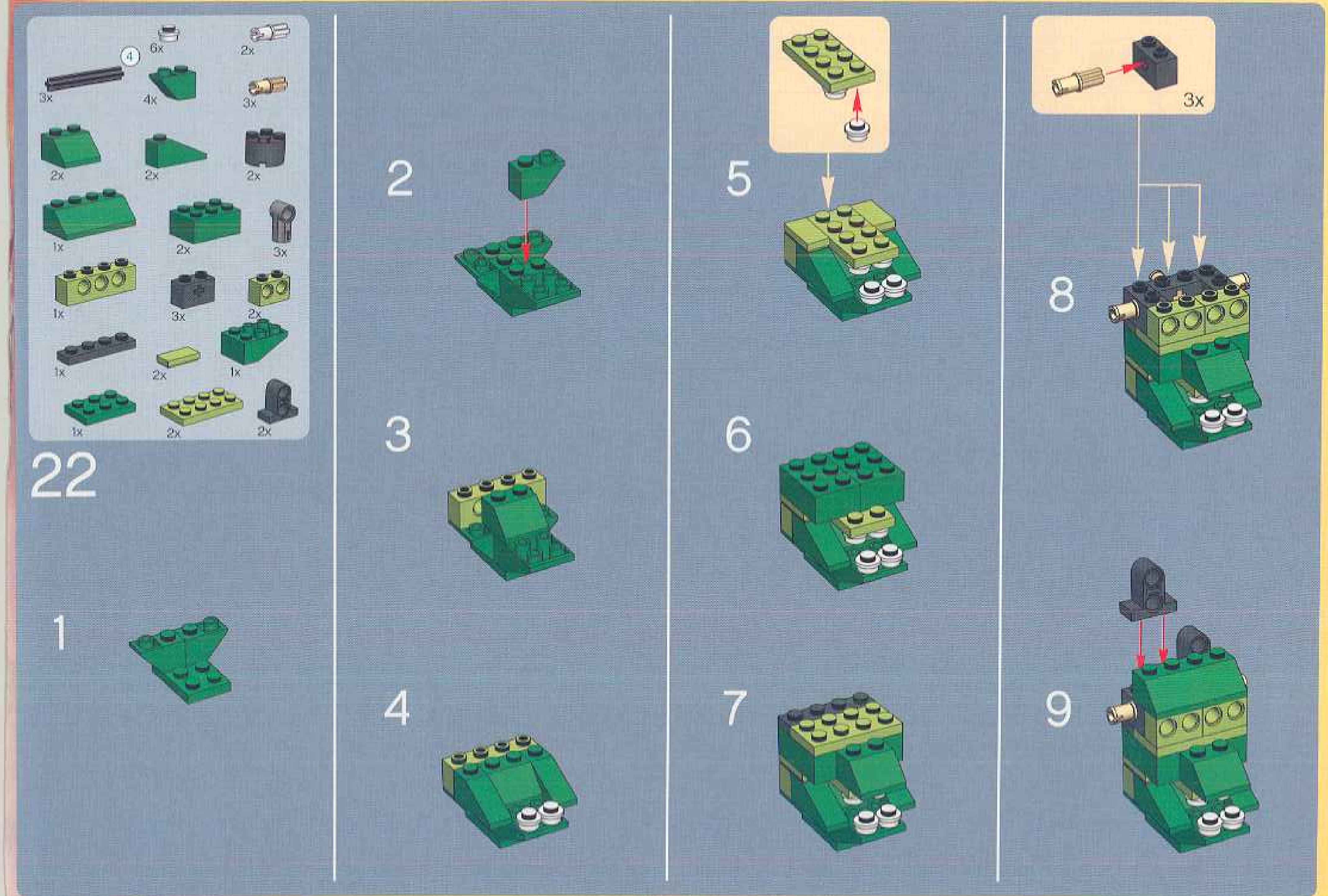


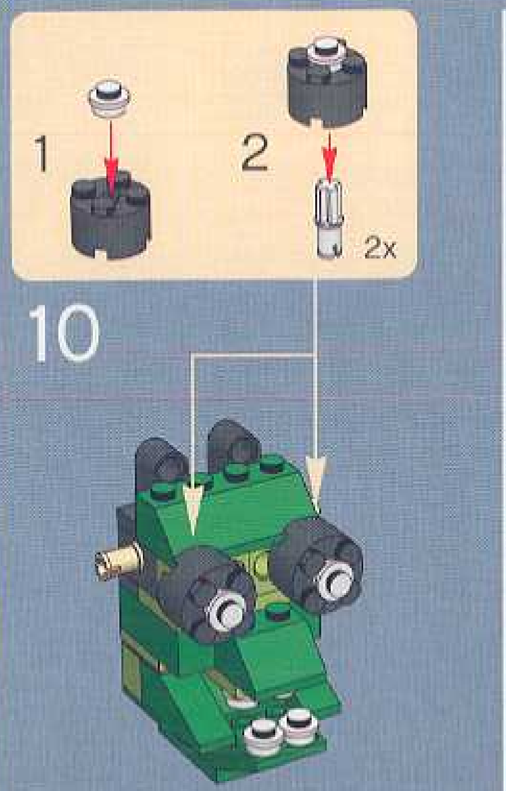




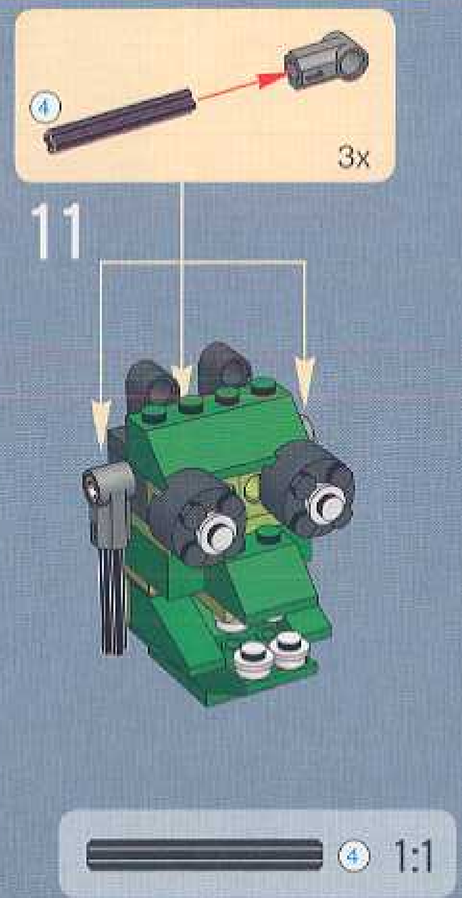
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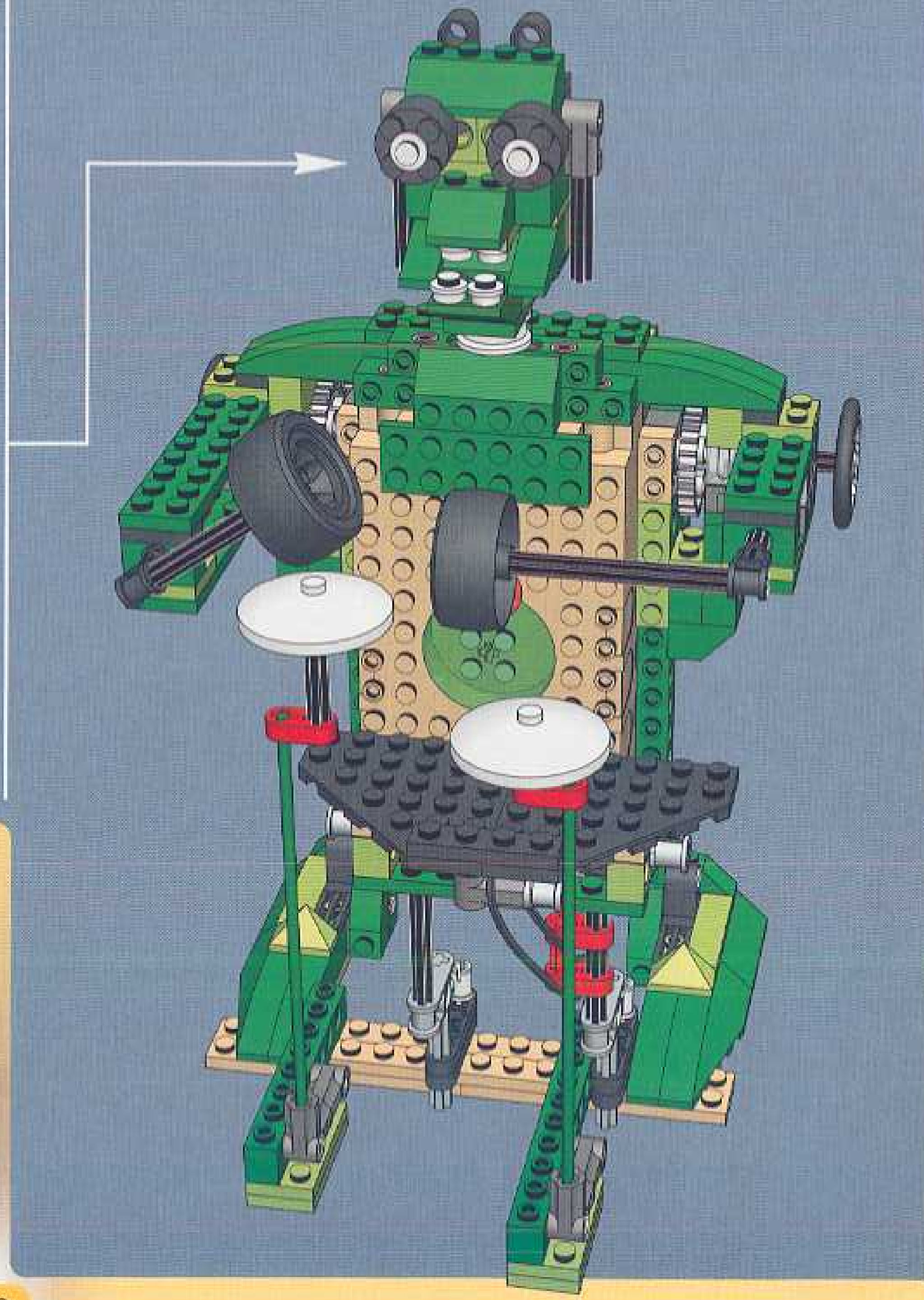

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UK FAQ

FUNCTIONS

Q: The ON/OFF switch underneath the Record 'n' Play Motor is set to ON, but my Record 'n' Play Motor won't run. Why?

A: If you leave the Record 'n' Play Motor on for more than 10 minutes without letting it run, it will switch off automatically to conserve battery power. Press RECORD (A) or PLAY (B), or insert an axle into the Trigger port (C) and turn it to switch the Record 'n' Play Motor on again.

Q: When I hold down the PLAY button, the number of lights beneath the button changes. What does this mean?

A: If you hold down the PLAY button, the Record 'n' Play Motor will change play modes. The number of lights beneath the button shows you which mode you are in. Please see the next question for an explanation of modes.

Q: What are the different play modes?

A: The play modes determine how the Record 'n' Play Motor plays back recorded movements. In Normal mode (indicated by 1 light beneath the PLAY button) the Record 'n' Play Motor will play back the recorded movement just once. In Forward-Reverse mode (indicated by 2 lights beneath the PLAY button) the recorded movement will be played back forwards and then in reverse. In Repeat mode (indicated by 3 lights beneath the PLAY button) the movement will be repeated again and again until you switch off the motor. To switch modes, simply hold down the PLAY button. When you switch the Record 'n' Play Motor on it will always start in Normal mode.

Q: Will the Record 'n' Play Motor forget a recorded movement if I switch it off?

A: No. The Record 'n' Play Motor will remember a movement (lasting up to 20 seconds) even after you have switched it off. However it will not remember a previously recorded movement if you press the RECORD button (A), press the RESET button (E) or remove the batteries.

Q: What is the Trigger port

A: The Trigger port (C) functions as an extra PLAY button, allowing you to operate the Record 'n' Play Motor remotely, e.g. via a series of axles and gears. To use the Trigger port, insert an axle and turn.

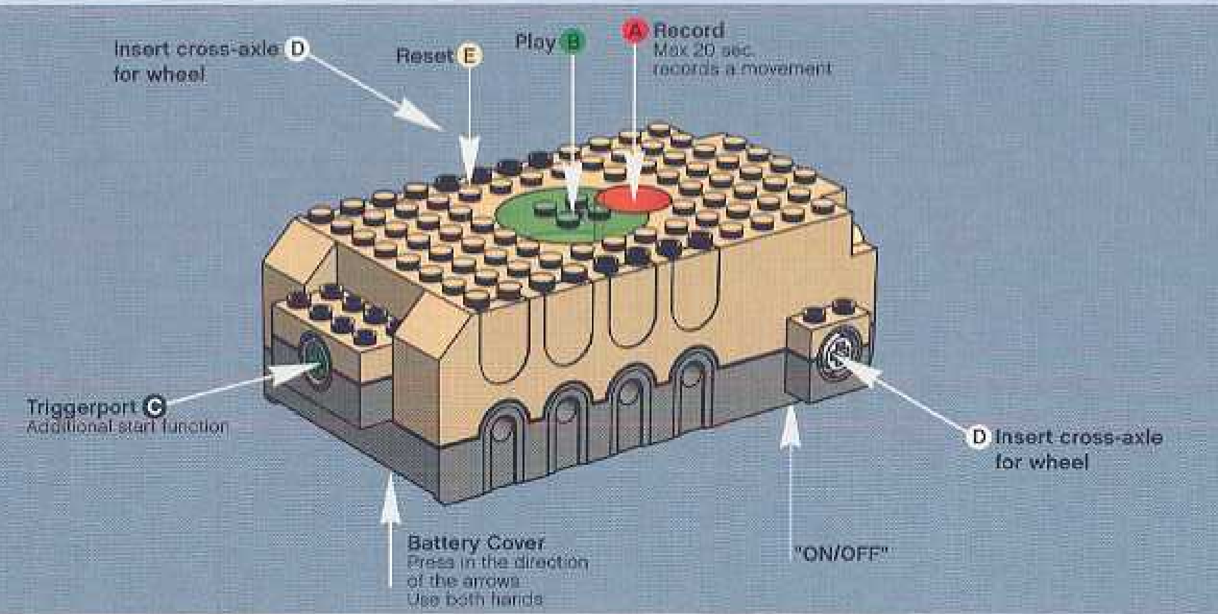
PERFORMANCE ISSUES

Q: When playing back a movement, sometimes the Record 'n' Play Motor makes a "beep" sound and stops working. Why?

A: If your model is obstructed and the Record 'n' Play Motor is unable to complete the movement, it will "beep" and automatically switch off to conserve battery power. Remove whatever is blocking the Record 'n' Play Motor and press the PLAY button to continue playing the movement.

Q: Why doesn't the Record 'n' Play Motor play back the movement exactly as I recorded it?

A: The Record 'n' Play Motor is designed to play back movements quite accurately. However, factors including **floor surface**, **load** and **speed of direction changes** can affect how accurate the playback will be. For example, if the floor surface is slippery, the Record 'n' Play Motor wheels can slide or spin during recording or playback. **The weight** of your model can also **effect** playback accuracy – the heavier the model, the less accurate playback can be. Finally, fast changes of direction during recording can result in inaccurate playback. To remedy this, try pausing very briefly before changing from a forward movement to a backward movement.



Troubleshooting

Problem:	Likely cause:	Solution:
The Record 'n' Play Motor won't start	**ON/OFF** switch is in the **OFF** position	Move the **ON/OFF** switch to the **ON** position
	1 or more batteries turned the wrong way	Make sure the + and – terminals on the batteries match the + and – symbols on the battery holder
	The batteries are dead	Change the batteries
After changing batteries, the Record 'n' Play Motor will not react when I press the buttons		Press the RESET button (E)
After changing batteries, the Record 'n' Play Motor emits a constant sound		Press the RESET button (E)
The Record 'n' Play Motor runs too slowly	The batteries are run down	Change the batteries
The Record 'n' Play Motor appears to record normally, and the green light blinks normally after pressing PLAY – but the motor won't run	The batteries are run down	Change the batteries
Just shaking the model slightly causes the Record 'n' Play Motor to play	On rare occasions, the Trigger port (C) can be activated by shaking the model	Insert an axle into the Trigger port (C) and turn slightly
The Record 'n' Play Motor continues to play a recorded movement	The Record 'n' Play motor is in Forward/Reverse or Repeat mode (2 or 3 green lights)	Change modes by holding down the PLAY button (B)

DE FAQ UND FEHLERBEHEBUNG

FUNKTIONEN

F: Der ON/OFF-Schalter an der Unterseite des Record 'n' Play Motors ist angeschaltet, aber der Motor funktioniert nicht. Warum?
A: Wenn du den Record 'n' Play Motor 10 Minuten angeschaltet lässt, ohne ihn laufen zu lassen, schaltet er sich automatisch ab, um die Batterien zu schonen. Wenn du den Record 'n' Play Motor aktivieren möchtest, drücke RECORD (A) oder PLAY (B) oder stecke eine Achse in den Trigger Port (C) und drehe sie.

F: Wenn ich den PLAY Knopf gedrückt halte, ändert sich die Anzahl der Lichter unter dem Knopf. Was bedeutet das?
A: Wenn du den PLAY Knopf gedrückt hältst, wechselst du den Play-Modus. Die Anzahl der Lichter unter dem Knopf zeigt an, welcher Modus eingestellt ist. In der nächsten Frage werden die verschiedenen Modi erläutert.

F: Welche verschiedenen Play-Modi gibt es?
A: Der Play-Modus bestimmt, wie der Record 'n' Play Motor die gespeicherten Bewegungen ausführt. Im normalen Modus (angezeigt durch ein Licht unter dem PLAY Knopf) wird die gespeicherte Bewegung einmal ausgeführt. Im Vorwärts-Rückwärts-Modus (angezeigt durch 2 Lichter unter dem PLAY Knopf) wird die gespeicherte Bewegung einmal vorwärts und einmal rückwärts ausgeführt. Im Wiederholungs-Modus (angezeigt durch 3 Lichter unter dem PLAY Knopf) wird die Bewegung so lange wiederholt, bis du den Motor ausschaltest. Wenn du den Modus ändern möchtest, halte den PLAY Knopf gedrückt. Wenn du den Record 'n' Play Motor einschaltest, ist automatisch der normale Modus eingestellt.

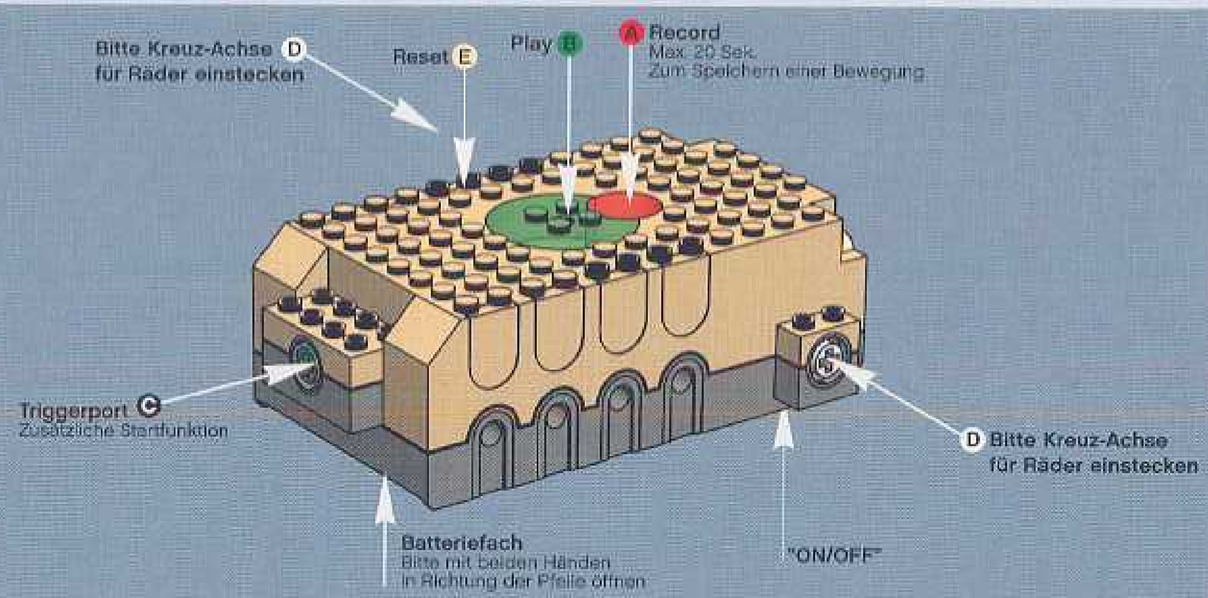
F: Vergisst der Record 'n' Play Motor eine gespeicherte Bewegung, wenn ich ihn abschalte?
A: Nein. Der Record 'n' Play Motor speichert eine (bis zu 20 Sekunden lange) Bewegung auch, wenn du ihn abschaltest. Eine gespeicherte Bewegung wird jedoch automatisch gelöscht, wenn du den RECORD (A) oder den RESET Knopf (E) drückst oder die Batterien entfernst.

F: Was ist der Trigger Port?
A: Der Trigger Port (C) dient als zusätzlicher PLAY Knopf. Über diesen Port kannst du den Record 'n' Play Motor mit Hilfe von Achsen und Rädern fernsteuern. Der Trigger Port funktioniert, indem du eine Achse einsteckst und sie drehst.

LEISTUNGSPROBLEME

F: Wenn ich eine gespeicherte Bewegung ausführe, ertönt manchmal ein piepender Ton und der Record 'n' Play Motor schaltet sich ab. Warum?
A: Wenn dein Modell von einem Hindernis blockiert wird und der Record 'n' Play Motor die Bewegung nicht vollständig ausführen kann, ertönt ein „Piep-Ton" und der Motor schaltet sich automatisch ab, um die Batterien zu schonen. Entferne das Hindernis und drücke den PLAY Knopf, damit der Record 'n' Play Motor die Bewegung vollständig ausführen kann.

F: Wieso führt der Record 'n' Play Motor die Bewegung nicht genau so aus, wie ich sie gespeichert habe?
A: Der Record 'n' Play Motor gibt Bewegungen gewöhnlich exakt wieder. Faktoren wie **Bodenbeschaffenheit, Gewicht** und die **Geschwindigkeit bei Richtungswechseln** können die Ausführung der Bewegung jedoch beeinflussen. Wenn der Boden beispielsweise glatt ist, kann es passieren, dass dein Modell während des Speicherns oder Ausführens rutscht oder seine Räder durchdrehen. Das Gewicht deines Modells kann die Exaktheit der Bewegungswiedergabe ebenso beeinflussen. Je schwerer das Modell ist, desto ungenauer kann die Ausführung der Bewegung ausfallen. Und auch schnelle Richtungswechsel haben Einfluss auf die Genauigkeit der Bewegungswiedergabe. Dem kannst du entgegenwirken, indem du kurz in der Bewegung innehältst, bevor du von der Vorwärts- zur Rückwärtsbewegung wechselst.



Fehlerbehebung

Problem:	Mögliche Ursache:	Lösung:
Der Record 'n' Play Motor startet nicht.	Der **ON/OFF**-Schalter ist ausgeschaltet.	Der **ON/OFF**-Schalter ist ausgeschaltet. Schalte den **ON/OFF** Schalter ein.
	Eine oder mehrere Batterien sind falsch eingelegt.	Achte darauf, dass Batterien entsprechend der + und - Symbole im Batteriefach eingelegt sind.
	Die Batterien sind leer.	Lege neue Batterien ein.
Ich habe die Batterien gewechselt, doch der Record 'n' Play Motor reagiert nicht, wenn ich die Knöpfe drücke.		Drücke den RESET Knopf (E).
Nach dem Wechseln der Batterien ertönt ein durchgehender Ton.		Drücke den RESET Knopf (E).
Der Record 'n' Play Motor bewegt sich zu langsam.	Die Batterien sind zu schwach.	Lege neue Batterien ein.
Der Record 'n' Play Motor speichert die Bewegung. Auch das grüne Licht blinkt, nachdem der PLAY Knopf gedrückt wurde, doch das Modell bewegt sich nicht.	Die Batterien sind zu schwach.	Lege neue Batterien ein.
Schon bei leichtester Erschütterung, führt der Record 'n' Play Motor die gespeicherte Bewegung aus.	In seltenen Fällen wird der Trigger Port (C) aktiviert, wenn das Modell geschüttelt wird.	Stecke eine Achse in den Trigger Port (C) und drehe sie leicht.
Der Record 'n' Play Motor führt eine gespeicherte Bewegung immer wieder aus.	Der Record 'n' Play Motor befindet sich im Vorwärts/Rückwärts oder Wiederholungs-Modus (zwei oder drei grüne Lichter).	Wechsel den Modus, indem du den PLAY Knopf (B) gedrückt hältst.

FR QUESTIONS FREQUENTES

FONCTIONS

Q : L'interrupteur ON/OFF situé sous le moteur Record 'n' Play est sur la position ON, mais mon moteur Record 'n' Play ne fonctionne pas. Pourquoi ?
R : Si tu laisses le moteur Record 'n' Play allumé pendant plus de 10 minutes sans le faire fonctionner, il s'éteindra automatiquement pour économiser les piles. Appuie sur RECORD A ou PLAY B, ou insère un axe dans le déclencheur C pour rallumer le moteur Record 'n' Play.

Q : Lorsque j'appuie sur le bouton PLAY, le nombre de lumières allumées sous le bouton change. Qu'est-ce que cela signifie ?
R : Si tu appuies sur le bouton PLAY, le moteur Record 'n' Play change de mode de jeu. Le nombre de lumières allumées sous le bouton t'indique le mode de jeu sélectionné. Les différents modes de jeu sont expliqués à la question suivante.

Q : Quels sont les différents modes de jeu?
R : Les modes de jeu déterminent comment le moteur Record 'n' Play reproduit les mouvements enregistrés. En mode Normal (1 lumière allumée sous le bouton PLAY), le moteur Record 'n' Play reproduit une seule fois le mouvement enregistré. En mode Avant-Arrière (deux lumières allumées sous le bouton PLAY), le mouvement enregistré sera reproduit en avant, puis en marche arrière. En mode Répétition (3 lumières allumées sous le bouton PLAY), le mouvement sera reproduit indéfiniment jusqu'à ce que tu éteignes le moteur. Pour changer de mode, il suffit d'appuyer sur le bouton PLAY. Lorsque tu allumes le moteur Record 'n' Play, il démarre toujours en mode Normal.

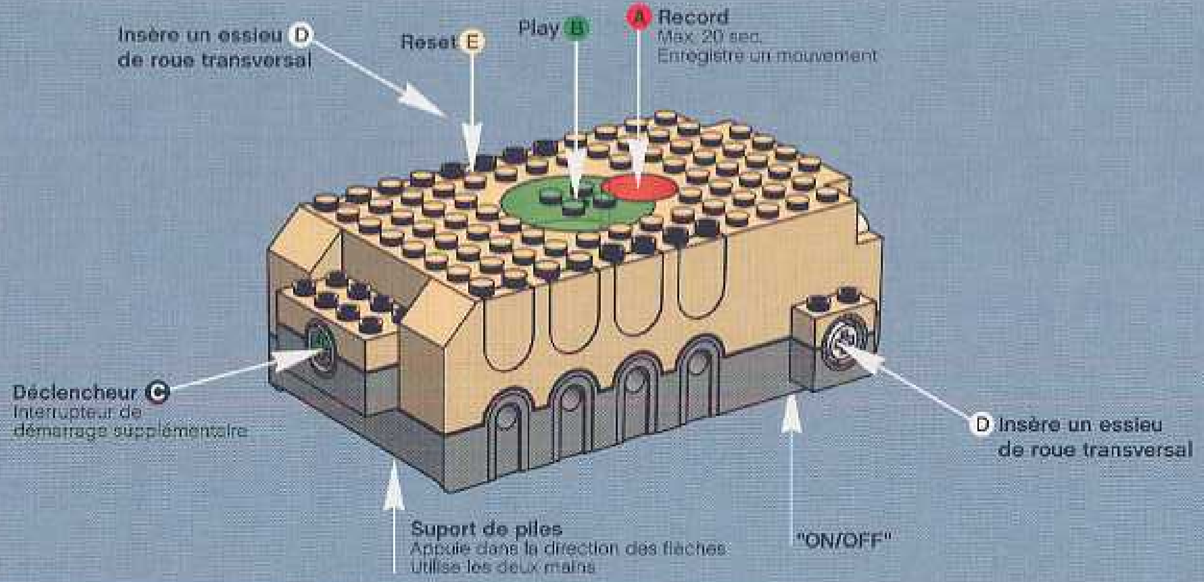
Q : Le moteur Record 'n' Play oublie-t-il un mouvement si je l'éteins ?
R : Non. Le moteur Record 'n' Play se souviendra d'un mouvement (d'une durée allant jusqu'à 20 secondes) même après que tu l'aies éteint. Cependant, il ne se souviendra pas d'un mouvement préalablement enregistré si tu appuies sur le bouton RECORD A, le bouton RESET E ou si tu enlèves les piles.

Q : Qu'est-ce que le déclencheur ?
R : Le déclencheur C fonctionne comme un bouton PLAY supplémentaire, qui permet de faire fonctionner le moteur Record 'n' Play à distance par le biais de divers axes et engrenages. Pour utiliser le déclencheur, insère un axe et fais-le tourner.

QUESTIONS DE PERFORMANCE

Q : Lorsqu'il reproduit un mouvement, le moteur Record 'n' Play émet parfois un 'bip' sonore et cesse de fonctionner. Pourquoi ?
R : Si ton modèle rencontre un obstacle, et que le moteur Record 'n' Play ne peut terminer le mouvement, il émettra un 'bip' et s'éteindra automatiquement pour économiser les piles. Enlève les obstacles qui bloquent le moteur Record 'n' Play et appuie sur le bouton PLAY pour continuer à reproduire le mouvement.

Q : Pourquoi le moteur Record 'n' Play ne reproduit-il pas le mouvement exactement comme je l'ai enregistré ?
R : Le moteur Record 'n' Play est conçu pour reproduire les mouvements assez fidèlement. Cependant, certains facteurs, comme la **nature du sol**, le **poids du modèle** et la **vitesse des changements de direction**, peuvent affecter la fidélité de la reproduction. Par exemple, si le sol est glissant, les roues du moteur Record 'n' Play peuvent glisser ou patiner pendant l'enregistrement ou la reproduction. Le poids de ton modèle peut aussi affecter la fidélité de la reproduction : plus le modèle est lourd, moins la reproduction est fidèle. Enfin, des changements de direction rapides durant l'enregistrement peuvent être à l'origine d'une mauvaise reproduction. Pour éviter cela, essaie de faire une courte pause avant de passer d'un mouvement en marche avant à un mouvement en marche arrière.



Résolution de problèmes

Problème	Cause probable	Solution
Le moteur Record 'n' Play ne démarre pas	L'interrupteur **ON/OFF** est sur la position **OFF**.	Mets l'interrupteur **ON/OFF** sur la position **ON**.
	1 ou plusieurs batteries ne sont pas bien placées.	Assure-toi que les pôles + et – des batteries correspondent aux symboles + et – du support de piles
	Les piles sont usées.	Change les piles
Après avoir changé les piles, le moteur Record 'n' Play ne réagit pas quand j'appuie sur les boutons		Appuie sur le bouton RESET E
Après avoir changé les piles, le moteur Record 'n' Play émet un son continu		Appuie sur le bouton RESET E
Le moteur Record 'n' Play fonctionne trop lentement	Les piles sont usées	Change les piles
Le moteur Record 'n' Play semble enregistrer normalement, et la lumière verte clignote normalement après avoir appuyé sur PLAY, mais le moteur ne fonctionne pas	Les piles sont usées	Change les piles
En secouant légèrement le modèle, le moteur Record 'n' Play se met en marche	Dans de rares occasions, le déclencheur C peut être activé en secouant le modèle	Insère un axe dans le déclencheur C et tourne légèrement
Le moteur Record 'n' Play reproduit un mouvement enregistré de façon continue	Le moteur Record 'n' Play est en mode Avant/Arrière ou Répétition (2 ou 3 lumières vertes allumées)	Change de mode en appuyant sur le bouton PLAY B

IT DOMANDE FREQUENTI

FUNZIONI

D: L'interruttore ON/OFF situato sotto il motore Record 'n' Play è su ON, ma il motore Record 'n' Play non funziona. Perché?
R: Se lasci acceso il motore Record 'n' Play per più di 10 minuti senza usarlo, il motore si spegne automaticamente per non consumare eccessivamente le batterie. Premi RECORD A o PLAY B o inserisci un asse nella porta di innesco C e ruotalo per accendere nuovamente il motore Record 'n' Play.

D: Quando tengo premuto il pulsante PLAY, il numero delle luci sotto il pulsante cambia. Cosa significa?
R: Tenendo premuto il pulsante PLAY, si modificano le modalità di funzionamento del motore Record 'n' Play. Il numero di luci sotto il pulsante mostra la modalità di funzionamento utilizzata in quel momento. Leggi la domanda seguente per una spiegazione sulle modalità di funzionamento.

D: Cosa sono le modalità di funzionamento?
R: Le modalità di funzionamento determinano il modo in cui il motore Record 'n' Play riproduce i movimenti memorizzati. In modalità "normale" (indicata da una luce sotto il pulsante PLAY) il motore Record 'n' Play ripeterà il movimento memorizzato solo una volta. In modalità "avanti-indietro" (indicata da 2 luci sotto il pulsante PLAY), il movimento memorizzato sarà eseguito prima in avanti e poi all'indietro. In modalità "ripetizione" (indicata da 3 luci sotto il pulsante PLAY), il movimento sarà ripetuto all'infinito fino alla disattivazione del motore. Per passare da una modalità ad un'altra, basta tenere premuto il pulsante PLAY. Quando si accende il motore Record 'n' Play, viene automaticamente selezionata la modalità "normale".

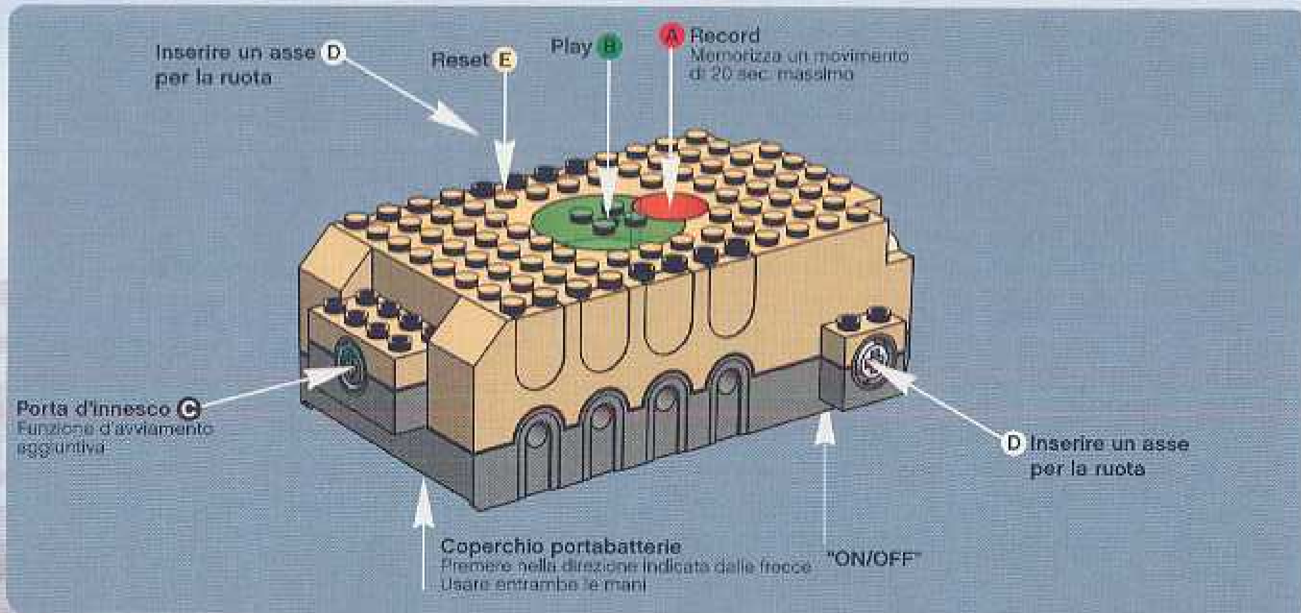
D: Se lo spengo, il motore Record 'n' Play dimenticherà un movimento memorizzato?
R: No. Il motore Record 'n' Play ricorderà un movimento (di una durata massima di 20 secondi) anche dopo averlo spento. Tuttavia, se premi il pulsante RECORD A o RESET E o rimuovi le batterie, non lo ricorderà.

D: Cos'è la porta d'innesco?
R: La porta d'innesco C è in pratica un secondo pulsante PLAY, che ti consente di controllare il motore Record 'n' Play a distanza, tramite una serie di assi e ingranaggi. Per utilizzare la porta d'innesco, basta inserire un asse e ruotarlo.

PROBLEMI DI FUNZIONAMENTO

D: Quando il motore Record 'n' Play esegue un movimento, a volte si sente un bip e il motore si blocca. Perché?
R: Se il tuo modello ha incontrato un ostacolo e il motore Record 'n' Play non è in grado di terminare il suo movimento, si sentirà un bip e il motore si spegnerà automaticamente per risparmiare le batterie. Rimuovi l'ostacolo e premi il pulsante PLAY per consentire al motore Record 'n' Play di completare il suo movimento.

D: Perché il motore Record 'n' Play non riproduce esattamente il movimento memorizzato?
R: Il motore Record 'n' Play è stato progettato per riprodurre i movimenti con precisione; tuttavia, fattori come la **superficie del pavimento**, il **carico** e la **velocità nei cambi di direzione** possono influenzare la precisione del movimento riprodotto. Per esempio, se la superficie del pavimento è scivolosa, le ruote del motore Record 'n' Play possono slittare o girare a vuoto durante la memorizzazione o la riproduzione del movimento. Anche il peso del modello può influenzare la riproduzione del movimento: più pesante sarà il modello meno precisa sarà la riproduzione del movimento. Infine, rapidi cambiamenti di direzione durante la memorizzazione possono causare una riproduzione imprecisa. Per porre rimedio a questo problema, prova a inserire una breve pausa fra la memorizzazione di un movimento in avanti e quella di un movimento all'indietro.



Soluzione dei problemi

Problema:	Probabile causa:	Soluzione:
Il motore Record 'n' Play non si mette in moto	L'interruttore **ON/OFF** è sulla posizione di **OFF**	Spostare l'interruttore **ON/OFF** sulla posizione di **ON**
	Batterie montate incorrettamente	Assicurarsi che i terminali + e – delle batterie coincidano con i simboli + e – sul portabatterie
	Le batterie sono esauste	Sostituire le batterie
Dopo aver sostituito le batterie, il motore Record 'n' Play non si attiva quando premo i pulsanti		Premere il pulsante RESET E
Dopo aver sostituito le batterie, il motore Record 'n' Play emette un suono continuo		Premere il pulsante RESET E
Il motore Record 'n' Play si muove lentamente	Le batterie sono quasi del tutto scariche	Sostituire le batterie
Il motore Record 'n' Play sembra memorizzare i movimenti correttamente e la luce verde lampeggia normalmente dopo aver premuto il pulsante PLAY, ma il motore non si attiva	Le batterie sono quasi del tutto scariche	Sostituire le batterie
Se scuoto un po' il motore Record 'n' Play, questo si mette in moto	A volte la porta d'innesco C può essere attivata scuotendo il modello	Inserire un asse nella porta d'innesco C e ruotarlo leggermente
Il motore Record 'n' Play continua ad eseguire un movimento memorizzato	Il motore Record 'n' Play è in modalità "avanti-indietro" o in modalità "ripetizione" (2 o 3 luci verdi)	Cambiare modalità tenendo premuto il pulsante PLAY B

NL VEEL GESTELDE VRAGEN

FUNCTIES

V: De ON/OFF schakelaar op de onderkant van de Record 'n' Play Motor staat op ON, maar mijn Record 'n' Play Motor wil niet werken. Waarom?
A: Als je de Record 'n' Play Motor langer dan 10 minuten niet gebruikt, zal hij automatisch afslaan om de batterijen te sparen. Druk op RECORD A of PLAY B of steek een as in de aanzetpoort C en draai de as om de Record 'n' Play Motor weer aan te zetten.

V: Als ik de PLAY knop ingedrukt hou, verandert het aantal lampjes onder de knop. Wat betekent dit?
A: Als je de PLAY knop ingedrukt houdt, zal de Record 'n' Play Motor van speelstand veranderen. Het aantal lampjes onder de knop geeft aan in welke stand je bent. Lees de volgende vraag waar de verschillende standen worden uitgelegd.

V: Welke verschillende speelstanden zijn er?
A: De speelstanden beslissen hoe de Record 'n' Play Motor de opgenomen bewegingen afspeelt. In de "Normal" stand (aangegeven met 1 lampje onder de PLAY knop) zal de Record 'n' Play Motor de opgenomen beweging maar één keer afspelen. In de "Forward-Reverse" stand (aangegeven met 2 lampjes onder de PLAY knop) zal de Record 'n' Play Motor de opgenomen beweging eerst vooruit afspelen en daarna achteruit. In de "Repeat" stand (aangegeven met 3 lampjes onder de PLAY knop) zal de Record 'n' Play Motor de opgenomen beweging blijven herhalen totdat je de motor uitzet. Hou de PLAY knop gewoon ingedrukt om van stand te wisselen. Als je de Record 'n' Play Motor aanzet, zal hij altijd in de Normale stand starten.

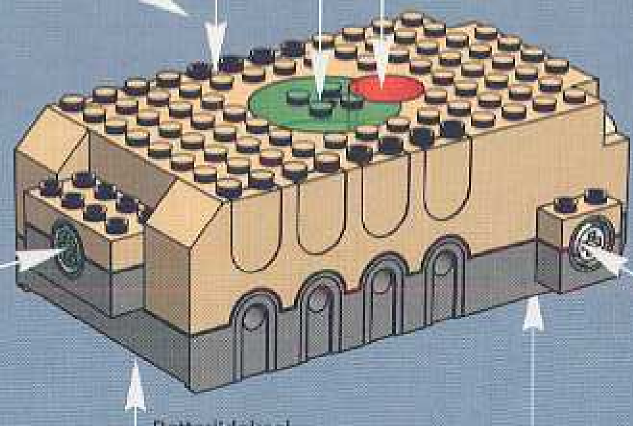
V: Zal de Record 'n' Play Motor een opgenomen beweging vergeten als ik hem uitzet?
A: Nee. De Record 'n' Play Motor zal een beweging (van max. 20 sec.) onthouden, ook als je hem uitgezet hebt. Maar hij zal een opgenomen beweging niet onthouden als je op de RECORD knop A drukt, de RESET knop E drukt of de batterijen eruit haalt.

V: Wat is de aanzetpoort?
A: De aanzetpoort C werkt als een extra PLAY knop, waarmee je de Record 'n' Play Motor op afstand kunt bedienen, bv. via een aantal assen en tandwielen. Om de aanzetpoort te gebruiken, moet je een as aanbrengen en eraan draaien.

VRAGEN OVER DE WERKING

V: Als ik een beweging afspeel, maakt de Record 'n' Play Motor een "piep"geluid en werkt niet meer. Waarom?
A: Als je model een verhindering tegenkomt en de Record 'n' Play Motor de beweging niet kan afmaken, zal hij "piepen" en automatisch uitgaan om de batterijen te sparen. Verwijder het obstakel dat de Record 'n' Play Motor tegenhoudt en druk op de PLAY knop om de beweging door te laten gaan.

V: Waarom speelt de Record 'n' Play Motor de beweging niet net zo af als ik hem heb opgenomen?
A: De Record 'n' Play Motor is erop ontworpen om de bewegingen vrij precies weer te geven. Maar factoren als **vloeroppervlak**, **belasting** en **de snelheid waarbij van richting veranderd wordt** kunnen invloed hebben op de nauwkeurige weergave bij het afspelen. Het vloeroppervlak kan bijvoorbeeld glad zijn, waardoor de Record 'n' Play Motor wielen tijdens het opnemen of afspelen kunnen slippen of spinnen. Het gewicht van je model kan ook invloed hebben op de nauwkeurigheid van het afspelen. Hoe zwaarder het model, hoe minder nauwkeurig het afspelen kan zijn. Als je tijdens het opnemen snel van richting verandert, kan dit ook tot onnauwkeurig afspelen leiden. Om dit tegen te gaan, kun je proberen even heel kort te pauzeren voordat je van vooruit naar achteruit gaat.



Problemen oplossen

Probleem:	Mogelijke oorzaak:	Oplossing:
De Record 'n' Play Motor start niet	De **ON/OFF** schakelaar staat op **OFF**	Zet de **ON/OFF** schakelaar op **ON**
	Eén of meer batterijen zijn verkeerd erin gezet	Controleer dat de + en – punten bij de batterij met de + en – symbolen van de batterijhouder passen
	De batterijen zijn leeg	Vervang de batterijen
Nadat de batterijen zijn vervangen, reageert de Record 'n' Play Motor niet als ik op de knoppen druk		Druk op de RESET knop E
Nadat de batterijen zijn vervangen, geeft de Record 'n' Play Motor een constant geluid af		Druk op de RESET knop E
De Record 'n' Play Motor loopt te langzaam	De batterijen zijn bijna leeg	Vervang de batterijen
Het lijkt alsof de Record 'n' Play Motor normaal opneemt en het groene lampje knippert normaal nadat er op PLAY gedrukt is, maar de motor loopt niet	De batterijen zijn bijna leeg	Vervang de batterijen
Als er maar een beetje met het model geschud wordt, gaat de Record 'n' Play Motor afspelen	Soms kan de aanzetpoort C geactiveerd worden door schudden	Stop een as in de aanzetpoort C en draai de as wat rond
De Record 'n' Play Motor blijft een opgenomen beweging afspelen	De Record 'n' Play Motor staat in de Forward/Reverse stand (2 of 3 groene lampjes)	Verwissel van stand door de PLAY knop B ingedrukt te houden.

ES PREGUNTAS FRECUENTES

FUNCIONES

P: El interruptor de encendido que hay debajo del Motor Record 'n' Play está activado, pero mi Motor Record 'n' Play no funciona. ¿Por qué?
R: Si deja el interruptor del Motor Record 'n' Play conectado durante más de 10 minutos sin hacerlo funcionar, se desactivará automáticamente para prolongar la duración de las pilas. Pulse RECORD A o PLAY B, o inserte un eje en el puerto Disparador C y actívelo para activar de nuevo el Motor Record 'n' Play.

P: Cuando mantengo pulsado el botón PLAY, cambiará el número de luces bajo el botón. ¿Qué significa eso
R: Si mantiene pulsado el botón PLAY el Motor Record 'n' Play cambiará el modo de ejecución. El número de luces bajo el botón le muestra en qué modo se encuentra. Consulte la siguiente pregunta para comprender los modos.

P: ¿Qué son los distintos tipos de ejecución?
R: Los modos de ejecución determinan cómo el Motor Record 'n' Play reproduce los movimientos grabados. En el modo Normal (indicado por 1 luz bajo el botón PLAY) el Motor Record 'n' Play reproducirá el movimiento sólo una vez. En el modo Avance-Retroceso (indicado por 2 luces bajo el botón PLAY) el movimiento grabado se reproducirá en primer lugar en sentido directo, y luego en sentido inverso. En el modo Repetición (indicado por 3 luces bajo el botón PLAY) el movimiento se repetirá continuamente hasta que desactive el motor. Para cambiar el modo, mantenga pulsado el botón PLAY. Al encender el Motor Record 'n' Play siempre se iniciará en el modo Normal.

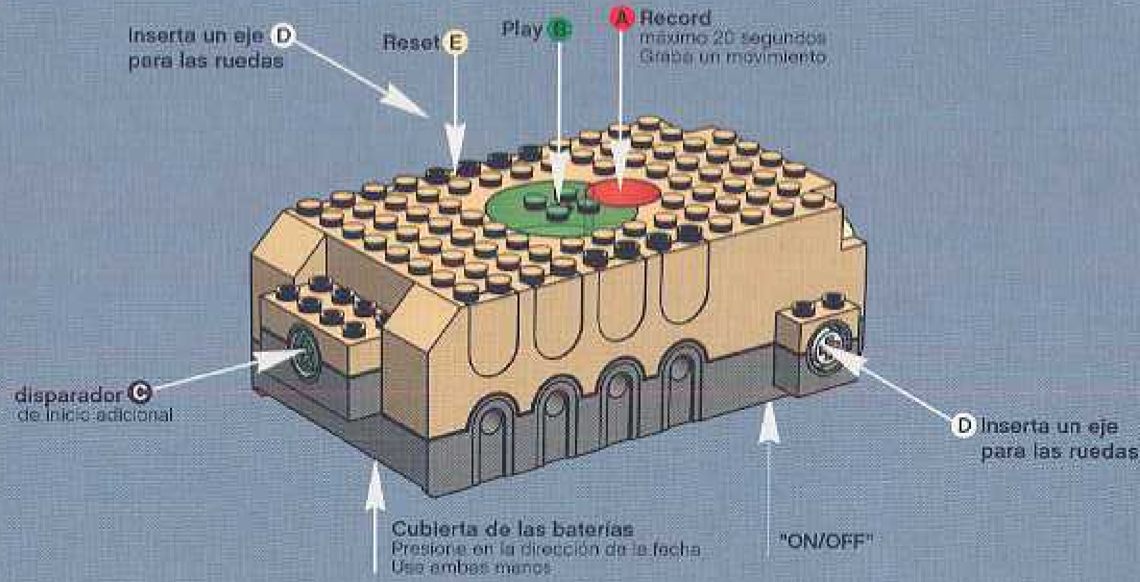
P: ¿Olvidará el Motor Record 'n' Play un movimiento grabado si lo apago?
R: No. El Motor Record 'n' Play recordará un movimiento (hasta 20 segundos) incluso después de haberlo apagado. Sin embargo no recordará un movimiento previamente grabado si presiona el botón RECORD A, el botón RESET E o quita las pilas.

P: ¿Qué es el puerto Disparador?
R: El puerto Disparador C funciona como un botón PLAY adicional, que le permite operar con el Motor Record 'n' Play remotamente, por ejemplo por medio de ejes y engranajes. Para usar el puerto Disparador, inserte un eje y gírelo.

PROBLEMAS DE FUNCIONAMIENTO

P: Al reproducir un movimiento, a veces el Motor Record 'n' Play hace un 'beep' y deja de funcionar. ¿Por qué?
R: Si su modelo está obstruido y el Motor Record 'n' Play no puede completar el movimiento, sonará un "beep" y se apagará automáticamente para prolongar la duración de las pilas. Quite lo que está bloqueando el Motor Record 'n' Play y pulse el botón PLAY para continuar reproduciendo el movimiento.

P: ¿Por qué el Motor Record 'n' Play no reproduce el movimiento exactamente como lo grabé?
R: El Motor Record 'n' Play se ha diseñado para reproducir movimientos con bastante precisión. Sin embargo, factores como la **superficie del suelo**, **el peso** y **la velocidad de cambio de dirección** puede afectar a la precisión de la reproducción. Por ejemplo, si la superficie del suelo es resbaladiza, las ruedas del Motor Record 'n' Play pueden resbalar o girar durante la grabación o la reproducción. El peso de su modelo también puede afectar a la precisión de la reproducción – cuanto más pesado es el modelo, menos precisa será la reproducción. Finalmente, los cambios rápidos de dirección durante la grabación pueden resultar en una reproducción poco precisa. Para remediarlo, intente hacer breves pausas antes de cambiar de un movimiento hacia delante a un movimiento hacia atrás.



Resolución de problemas

Problema:	Causa probable:	Solución:
El Motor Record 'n' Play no se inicia	El interruptor de Encendido/Apagado está en la posición **OFF**	Mueva el interruptor de Encendido/Apagado a la posición **ON**
	1 o más pilas han sido colocadas en el sentido incorrecto	Asegúrese de que los terminales + y – de las pilas coinciden con los símbolos + y – del compartimento de pilas.
	Las pilas están gastadas.	Cambie las pilas
Tras cambiar las pilas, el Motor Record 'n' Play no reacciona cuando pulso los botones		Pulse el botón RESET E
Después de cambiar las pilas, el Motor Record 'n' Play emite un sonido constante		Pulse el botón RESET E
El Motor Record 'n' Play funciona muy despacio	Las baterías están muy gastadas	Cambie las pilas
El Motor Record 'n' Play parece grabar normalmente, y la luz verde parpadea normalmente después de pulsar PLAY - pero el motor no funciona	Las baterías están muy gastadas	Cambie las pilas
Si se agita un poco el modelo el Motor Record 'n' Play se pone a funcionar	En raras ocasiones el puerto Disparador C puede activarse al agitar el modelo	Inserte un eje en el puerto Disparador C y gírelo suavemente
El Motor Record 'n' Play sigue reproduciendo un movimiento grabado	El motor Record 'n' Play está en el modo Avance/Retroceso o Repetición (2 o 3 luces verdes)	Cambie los modos manteniendo pulsado el botón PLAY B

DA OFTE STILLEDE SPØRGSMÅL

EGENSKABER

Spørgsmål: Hvorfor vil Record 'n' Play-motoren ikke køre, selvom ON/OFF-kontakten i bunden af Record 'n' Play-motoren står på ON?
Svar: Hvis du ikke bruger Record 'n' Play-motoren i 10 minutter, slukker den automatisk for at spare strøm. Tryk på RECORD A eller PLAY B eller anbring en aksel i Triggerporten C, og drej den for at starte Record 'n' Play-motoren igen.

Spørgsmål: Når jeg holder PLAY-knappen nede, ændres antallet af lys under knappen. Hvad betyder det?
Svar: Når du holder PLAY-knappen nede, ændrer Record 'n' Play-motoren afspilningsfunktion. De tændte lys under knappen viser, hvilken afspilningsfunktion du har valgt. Se næste spørgsmål for at få en beskrivelse af motorens afspilningsfunktioner.

Spørgsmål: Hvilke afspilningsfunktioner kan jeg vælge mellem?
Svar: Afspilningsfunktionerne afgør, hvordan Record 'n' Play-motoren afspiller de bevægelser, der er optaget. Standardfunktion (1 lys er tændt under PLAY-knappen): Record 'n' Play-motoren afspiller den optagede bevægelse én gang. Frem/Tilbage-funktion (2 lys er tændt under PLAY-knappen): Record 'n' Play-motoren afspiller den optagede bevægelse forlæns og derefter baglæns. Gentagefunktion (3 lys er tændt under PLAY-knappen): Record 'n' Play-motoren bliver ved med at gentage bevægelsen, indtil motoren slukkes. Du skifter afspilningsfunktion ved blot at holde PLAY-knappen nede. Når Record 'n' Play-motoren tændes, vil den altid starte i standardfunktion.

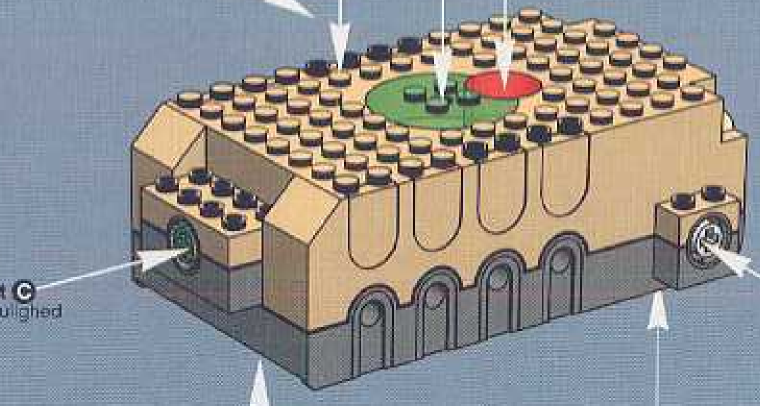
Spørgsmål: Glemmer Record 'n' Play-motoren en optagelse, jeg har lavet, når jeg slukker den?
Svar: Nej, Record 'n' Play-motoren husker det, du har optaget (maks. optagetid: 20 sekunder), selvom du slukker den. Den husker dog ikke en tidligere optagelse, hvis du trykker på RECORD-knappen A, RESET-knappen E eller fjerner batterierne.

Spørgsmål: Hvad er Triggerporten?
Svar: Triggerporten C fungerer som en ekstra PLAY-knap, som giver dig mulighed for at fjernbetjene Record 'n' Play-motoren, for eksempel via en serie aksler og tandhjul. Triggerporten bruges ved at indsætte en aksel og dreje.

PROBLEMER UNDER BRUG

Spørgsmål: Hvorfor siger Record 'n' Play-motoren sommetider "bip" og standser, når jeg afspiller en bevægelse?
Svar: Hvis din model møder forhindringer, og Record 'n' Play-motoren ikke kan komme til at gøre bevægelsen færdig, "bipper" den og slukker automatisk for at spare strøm. Fjern det, der spærrer for Record 'n' Play-motoren, og tryk på PLAY-knappen for at fortsætte afspilningen af bevægelsen.

Spørgsmål: Hvorfor afspiller Record 'n' Play-motoren ikke nøjagtig det, jeg har optaget?
Svar: Record 'n' Play-motoren er i stand til at gengive en optaget bevægelse ret præcist. Faktorer som **underlag**, **belastning** og **hastighed ved retningsændring** har dog indflydelse på, hvor nøjagtig afspilningen bliver. Hvis underlaget f.eks. er glat, kan hjulene glide eller lave hjulspind under optagelse eller afspilning. Modellens vægt kan også have indflydelse på afspilningen. Jo tungere modellen er, desto mindre nøjagtig kan afspilningen blive. Endelig kan en hurtig retningsændring medføre en upræcis afspilning. For at undgå dette kan du prøve at holde en ganske kort pause, inden du lader modellen køre baglæns.



Fejlfinding

Problem:	Årsag:	Løsning:
Record 'n' Play-motoren vil ikke starte	**ON/OFF**-kontakten står på **OFF**	Sæt **ON/OFF**-kontakten på **ON**
	Ét eller flere batterier er vendt forkert	Sørg for, at batteriernes + og – poler vender samme vej som + og – symbolerne i batterirummet
	Batterierne er flade	Udskift batterierne
Record 'n' Play-motoren reagerer ikke, når jeg trykker på knapperne efter udskiftning af batterier		Tryk på RESET-knappen E
Record 'n' Play-motoren udsender en konstant lyd efter udskiftning af batterier		Tryk på RESET-knappen E
Record 'n' Play-motoren kører for langsomt	Batterierne er næsten flade	Udskift batterierne
Record 'n' Play-motoren ser ud til at optage normalt, og det grønne lys blinker normalt, når jeg trykker på PLAY-knappen, men motoren vil ikke køre	Batterierne er næsten flade	Udskift batterierne
Record 'n' Play-motoren begynder at afspille, hvis modellen rystes let	Triggerporten C kan i sjældne tilfælde aktiveres af rystelser	Indsæt en aksel i Triggerporten C, og drej den en anelse
Record 'n' Play-motoren bliver ved med at afspille en optaget bevægelse	Record 'n' Play-motoren er indstillet til Frem/Tilbage-funktion eller Gentagefunktion (2 eller 3 grønne lys er tændt)	Skift afspilningsfunktion ved at holde PLAY-knappen B nede

FI **FAQ**

TOIMINNOT

K: Record 'n' Play -moottorin alaosassa oleva ON/OFF-kytkin on ON-asennossa, mutta Record 'n' Play -moottori ei käynnisty. Miksi?
V: Jos Record 'n Play -moottori on 10 minuuttia käyttämättä, se sammuu automaattisesti säästääkseen paristoja. Käynnistä Record 'n' Play -moottori uudelleen painamalla RECORD- (A) tai PLAY-painiketta (B) tai kytkemällä käynnistysportin (C) akseli ja kiertämällä sitä hieman.

K: Kun pidän PLAY-painiketta alhaalla, painikkeen alla palavien valojen määrä muuttuu. Mitä se tarkoittaa?
V: Jos pidät PLAY-painiketta alhaalla, Record 'n' Play -moottorin käyttötila vaihtuu. Painikkeen alapuolella palavien valojen määrä ilmaisee, missä tilassa moottori on. Tilat selitetään seuraavassa vastauksessa.

K: Mitä ovat eri käyttötilat?
V: Valitun tilan mukaan määräytyy, miten Record 'n' Play -moottori toistaa siihen tallennetut liikkeet. Normaalitilassa (PLAY-painikkeen alla palaa 1 valo) Record 'n' Play -moottori toistaa tallennetut liikkeet vain kerran. Eteen/taakse-tilassa (PLAY-painikkeen alla palaa kaksi valoa) se toistaa tallennetun liikkeen ensin eteenpäin ja sen jälkeen taaksepäin. Toistotilassa (PLAY-painikkeen alla palaa 3 valoa) moottori toistaa tallennettuja liikkeitä, kunnes se sammutetaan. Voit siirtyä tilasta toiseen pitämällä PLAY-painiketta alhaalla. Record 'n' Play -moottori on käynnistettäessä aina normaalitilassa.

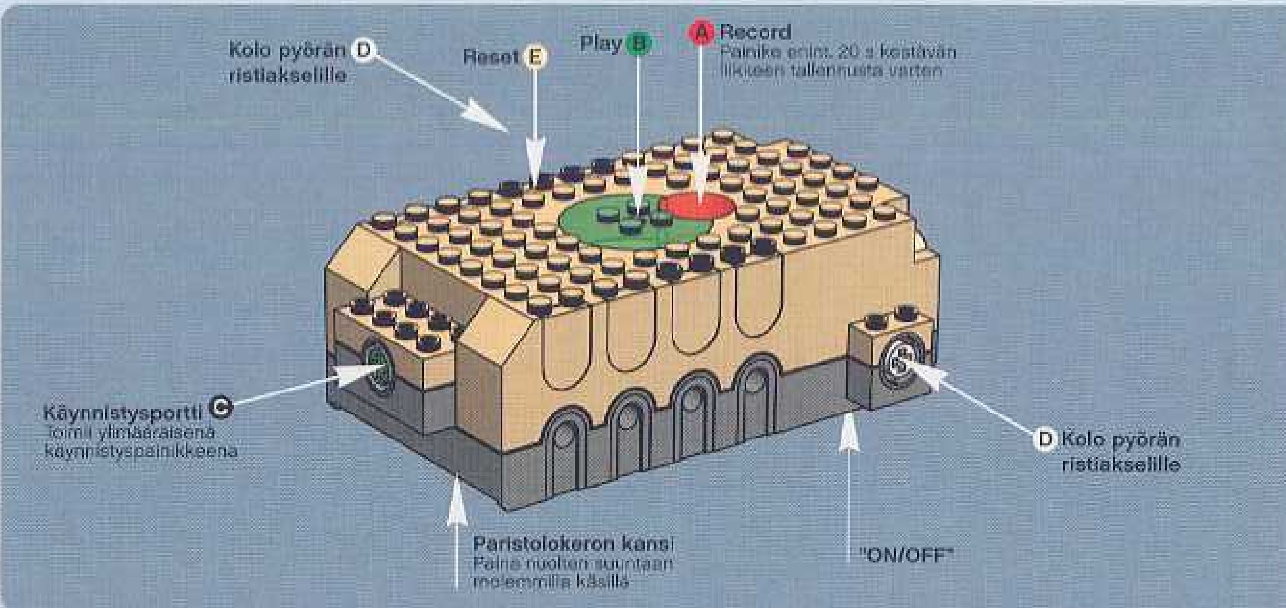
K: Unohtaako Record 'n' Play -moottori tallentamani liikkeen, kun se sammutetaan?
V: Ei. Record 'n' Play -moottori muistaa (korkeintaan 20 sekuntia kestävän) liikkeen myös sammutuksen jälkeen. Se ei kuitenkaan muista aikaisemmin tallennettuja liikkeitä, jos painat RECORD- (A) tai RESET-painiketta (E) tai poistat sen paristot.

K: Mikä on käynnistysportti?
V: Käynnistysportti (C) toimii ylimääräisenä PLAY-painikkeena. Voit ohjata Record 'n' Play -moottoria sen avulla esimerkiksi akselien ja renkaiden välityksellä. Moottori käynnistyy, kun käynnistysporttiin kytketään akseli, jota sen jälkeen kierretään.

MOOTTORIN SUORITUSKYKY

K: Record 'n' Play -moottorin toistaessa jotain liikettä siitä kuuluu joskus piip-ääni, minkä jälkeen se lakkaa toimimasta. Miksi?
V: Jos rakentamasi mallin tiellä on este eikä Record 'n' Play -moottori pysty sen vuoksi suorittamaan liikettä loppuun asti, se päästää piip-äänen ja sammuu automaattisesti säästääkseen paristoja. Poista Record 'n' Play -moottorin tiellä oleva este ja jatka liikettä painamalla PLAY-painiketta.

K: Miksei Record 'n' Play -moottori toista tallentamaani liikettä tarkalleen samanlaisena?
V: Record 'n' Play -moottori on suunniteltu toistamaan siihen tallennetut liikkeet mahdollisimman tarkasti. Erilaiset tekijät, kuten **lattian pintamateriaali, mallin koko ja suunnanmuutosten nopeus**, voivat kuitenkin vaikuttaa toiston tarkkuuteen. Jos lattia on esimerkiksi liukas, Record 'n' Play -moottorin pyörät saattavat liukua tai pyöriä tyhjää tallennuksen tai toiston aikana. Myös mallin paino voi vaikuttaa toistotarkkuuteen – painava malli ei toista liikkeitä yhtä tarkasti kuin kevyempi malli. Epätarkkuutta voivat aiheuttaa myös tallennuksen aikana tehdyt nopeat suunnanmuutokset. Toiston tarkkuutta voidaan parantaa pitämällä lyhyt tauko suunnanmuutosten välillä.



Vianetsintä

Ongelma:	Todennäköinen syy:	Ratkaisu:
Record 'n' Play -moottori ei käynnisty.	**ON/OFF**-kytkin on **OFF**-asennossa.	Siirrä **ON/OFF**-kytkin **ON**-asentoon.
	1 tai useampia paristoja on asetettu lokeroon väärin päin.	Varmista, että paristojen + ja – ovat samassa suunnassa kuin paristolokeron + ja –.
	Paristot ovat tyhjät.	Vaihda paristot.
Record 'n' Play -moottori ei reagoi painikkeiden painallukseen, kun sen paristot on vaihdettu.		Paina RESET-painiketta (E)
Record 'n' Play -moottorista kuuluu yhtäjaksoinen ääni, kun sen paristot on vaihdettu.		Paina RESET-painiketta (E)
Record 'n' Play -moottori toimii liian hitaasti.	Paristot ovat melkein tyhjät.	Vaihda paristot
Record 'n' Play -moottori tuntuu tallentavan liikkeet normaalisti ja vihreä valo vilkkuu PLAY-painiketta painettaessa, mutta moottori ei silti käynnisty.	Paristot ovat melkein tyhjät.	Vaihda paristot
Record 'n' Play -moottori käynnistyy mallia ravistettaessa.	Käynnistysportti (C) voi joissakin tapauksissa aktivoitua, kun mallia ravistetaan.	Kytke käynnistysporttiin (C) akseli ja kierrä sitä hieman.
Record 'n' Play -moottori toistaa liikkeen useita kertoja peräkkäin.	Record 'n' Play -moottori on eteen/taakse- tai toistotilassa (siinä palaa 2 tai 3 vihreää valoa).	Vaihda tilaa pitämällä PLAY-painiketta (B) alhaalla.

SV VANLIGA FRÅGOR

FUNKTIONER

Fråga: Spaken ON/OFF på undersidan av Record'n'Play Motor står på ON, men motorn vill inte starta. Varför?
Svar: Om du låter Record'n'Play Motor vara igång i mer än 10 minuter utan att köra den, stängs den av automatiskt för att spara på batterierna. Tryck på RECORD (A) eller PLAY (B) eller sätt i en axel i Trigger-porten (C) och vrid om för att sätta på Record'n'Play Motor igen.

Fråga: När jag håller ner PLAY-knappen ändras antalet tända lampor bredvid knappen. Vad betyder det?
Svar: Om du håller nere PLAY-knappen växlar Record'n'Play Motor spelläge. Antalet lampor bredvid knappen visar vilket läge du är i. Se nästa fråga för en beskrivning av motorns olika lägen.

Fråga: Vad finns det för olika spellägen?
Svar: Spellägena avgör hur Record'n'Play Motor spelar upp de inspelade rörelserna. I Normal-läget (en lampa lyser bredvid PLAY-knappen) spelar Record'n'Play Motor upp den inspelade rörelsen endast en gång. I Forward-Reverse-läge (två lampor lyser bredvid PLAY-knappen) spelas den inspelade rörelsen upp först framlänges och sedan baklänges. I Repeat-läge (tre lampor lyser bredvid PLAY-knappen) upprepas rörelsen om och om igen tills du stänger av motorn. För att växla mellan olika lägen håller du PLAY-knappen nertryckt. När du sätter på Record'n'Play Motor startar den alltid i Normal-läge.

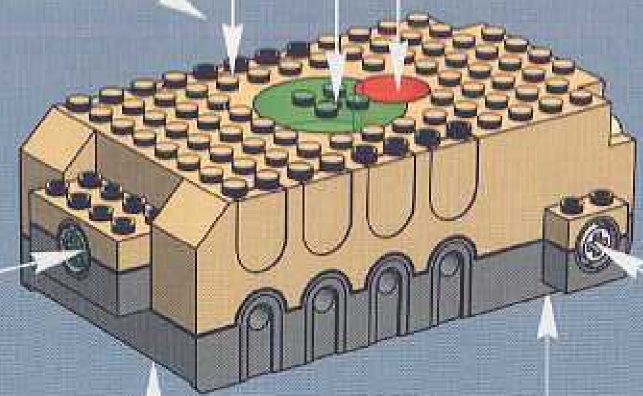
Fråga: Glömmer Record'n'Play Motor bort en inspelad rörelse om jag stänger av den?
Svar: Nej. Record'n'Play Motor kommer ihåg en rörelsesekvens (upp till 20 sekunder lång) också efter att du stängt av den. Däremot kommer den inte ihåg en tidigare inspelad rörelse om du trycker på knappen RECORD (A) trycker på knappen RESET (E) eller tar ur batterierna.

Fråga: Vad är Trigger-porten?
Svar: Trigger-porten (C) fungerar som en extra PLAY-knapp som gör att du kan fjärrstyra Record'n'Play Motor, till exempel genom en serie av axlar och växlar. Sätt i en axel och vrid om för att använda Trigger-porten.

PRESTANDAFRÅGOR

Fråga: När Record'n'Play Motor spelar upp en rörelse piper den ibland till och slutar fungera. Varför?
Svar: Om din modell stöter på något hinder och Record'n'Play Motor inte kan utföra en rörelse, piper den och stängs av automatiskt för att spara på batterierna. Ta bort hindret som står i vägen för Record'n'Play Motor och tryck på PLAY-knappen för att fortsätta spela upp rörelsen.

Fråga: Varför spelar inte Record'n'Play Motor upp rörelsen precis så som jag spelade in den?
Svar: Record'n'Play Motor är konstruerad för att spela upp rörelser exakt. Faktorer som **golvyta**, **belastning** och **hur snabbt riktningsbyten** görs kan dock påverka hur exakt uppspelningen blir. Om golvytan exempelvis är glatt kan Record'n'Play Motors hjul slira under inspelning eller uppspelning. Hur tung din modell är kan också påverka hur exakt uppspelningen blir. Ju tyngre modellen är desto mindre exakt blir uppspelningen. Slutligen kan också snabba riktningsbyten under inspelningen leda till mindre exakt uppspelning. För att motverka detta kan du försöka göra en kort paus innan du byter från en framåtriktad rörelse till en bakåtriktad.



Felsökning

Problem:	Sannolik orsak:	Lösning:
Record'n'Play Motor startar inte	**ON/OFF**-spaken är i **OFF**-läge	Dra **ON/OFF**-spaken till **ON**-läge
	Ett eller flera batterier ligger åt fel håll	Se till så att batteriets plus- och minuspoler matchar plus- och minussymbolerna i batterifacket
	Batterierna är slut	Byt batterier
Efter att jag bytt batterier reagerar inte Record'n'Play Motor när jag trycker på knapparna		Tryck på knappen RESET (E)
Efter att jag bytt batterier ger Record'n'Play Motor ifrån sig en lång ton		Tryck på knappen RESET (E)
Record 'n' Play Motor går för sakta	Batterierna håller på att ta slut	Byt batterier
Record'n'Play Motor verkar spela in normalt och den gröna lampan blinkar normalt efter att jag tryckt på PLAY – men motorn fungerar inte	Batterierna håller på att ta slut	Byt batterier
Bara men skakar modellen lite går Record'n'Play Motor igång	I sällsynta fall kan Trigger-porten (C) aktiveras genom att modellen skakas	Sätt i en axel i Trigger-porten (C) och vrid om den lite
Record'n'Play Motor fortsätter spela upp en inspelad rörelse	Record'n'Play Motor är i Forward/Reverse-läge eller Repeat-läge (två eller tre gröna lampor lyser)	Växla läge genom att hålla PLAY-knappen (B) nertryckt

PT PERGUNTAS FREQUENTES

FUNÇÕES

P: O botão "ON/OFF", (Ligado/Desligado), situado por baixo do Motor Record 'n' Play está ajustado para "ON", (Ligado), mas o Motor Record 'n' Play não funciona. Porquê?

R: Se deixar o Motor Record 'n' Play ligado por um período superior a 10 minutos sem estar a ser utilizado, este desligará automaticamente para poupar as pilhas. Prima o botão A "RECORD" ou o botão B "PLAY", ou insira um eixo na porta C "Trigger", (Activar), e faça-o girar para reactivar o funcionamento do Motor Record 'n' Play.

P: Quando mantenho premido o botão "PLAY", a quantidade de luzes acesas por baixo do botão varia. Que significa isto?

R: Se mantiver premido o botão "PLAY", o motor Record 'n' Play alterará os modos da função "Play". A quantidade de luzes por baixo do botão indicar-lhe-á em que modo se encontra. Consulte a questão seguinte para mais informações sobre os modos.

P: No que consistem os diferentes modos da função "Play"?

R: Os modos da função "Play" determinam de que maneira o Motor Record 'n' Play reproduz os movimentos gravados. Em modo "Normal" (indicado por uma luz situada por baixo do botão Play) o motor Record 'n' Play reproduzirá o movimento gravado apenas uma vez. No modo "Forward-Reverse", (Avançar-Recuar), (indicado por duas luzes por baixo do botão "PLAY"), o movimento gravado será reproduzido para a frente e depois em sentido inverso. No modo "Repeat", (Repetir), (indicado por três luzes por baixo do botão "PLAY"), o movimento será repetido várias vezes até o motor ser desligado. Para alternar os modos, mantenha simplesmente premido o botão "PLAY". Quando ligar o Motor Record 'n' Play, este iniciará sempre no modo "Normal".

P: O motor Record 'n' Play esquecerá um movimento gravado se for desligado?

R: Não, o motor Record 'n' Play relembrará sempre um movimento (com duração máxima até 20 segundos) mesmo após ter sido desligado. Todavia, não relembrará um movimento previamente gravado se for premido o botão A "RECORD", (gravar), o botão E "RESET", (reiniciar), ou se as pilhas tiverem sido retiradas.

P: No que consiste a porta "Trigger" (Activar)?

R: A porta C "Trigger", (Activar) funciona como um botão "PLAY" adicional, permitindo-lhe operar com o motor Record 'n' Play à distância, por exemplo através de uma série de eixos ou engrenagens. Para usar a porta "Trigger", insira nesta um eixo e faça-o girar.

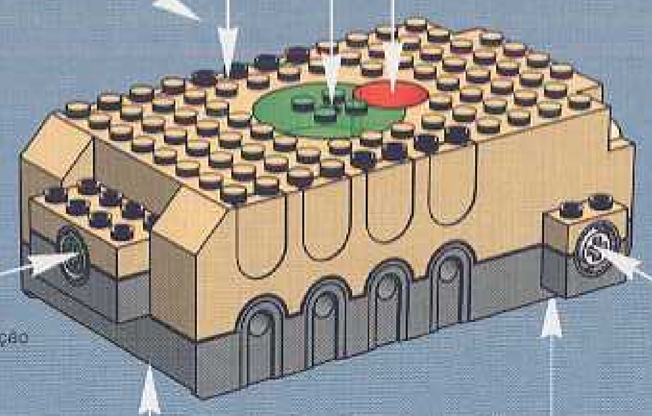
QUESTÕES RELACIONADAS COM O DESEMPENHO

P: Por vezes, ao reproduzir um movimento, o motor Record 'n' Play emite um som "bip" e pára de funcionar. Porquê?

R: Se o seu modelo estiver obstruído e o motor Record 'n' Play não conseguir completar o movimento, emitirá automaticamente um som "bip" e desligará para poupar a pilha. Remova o elemento responsável pelo bloqueamento do motor Record 'n' Play e prima o botão "PLAY" para retomar o funcionamento.

P: Porque razão não reproduz, o motor Record 'n' Play, o movimento exactamente como foi gravado?

R: O motor Record 'n' Play foi concebido para reproduzir os movimentos com muita precisão. Todavia, factores tais como o nível da superfície do chão, peso e alterações da velocidade de orientação podem afectar a precisão do movimento reproduzido. Por exemplo, se a superfície do chão for escorregadia, as rodas do motor Record 'n' Play podem deslizar ou girar sobre si mesmas durante a gravação ou a reprodução do movimento. O peso do seu modelo pode também ter um efeito sobre a precisão do movimento reproduzido – quanto mais pesado for o modelo, menor será a precisão do movimento reproduzido. Finalmente, as alterações bruscas na direcção durante a gravação podem resultar numa reprodução imprecisa do movimento. Para remediar esta situação, tente parar brevemente antes de mudar de um movimento de avanço para um movimento de recuo.



Resolução de Problemas

Problema:	Causa provável:	Solução:
O motor Record 'n' Play não estabelece a ligação	O botão **"ON/OFF"** (Ligado/Desligado) encontra-se na posição **"OFF"** (Desligado)	Mude o botão **"ON/OFF"** para a posição **"ON"** (Ligado)
	Uma ou mais pilhas estão colocadas na posição incorrecta	Certifique-se de que os pólos + e – das pilhas correspondem aos símbolos + e – do compartimento das pilhas
	As pilhas estão descarregadas	Mude as pilhas
Depois de mudar as pilhas, o motor Record 'n' Play não reage quando são premidos os botões		Prima o botão E "RESET" (reiniciar)
Depois de mudar as pilhas, o motor Record 'n' Play emite um som constante		Prima o botão E "RESET" (reiniciar)
O motor Record 'n' Play tem um funcionamento muito lento	As pilhas estão esgotadas	Mude as pilhas
O motor Record 'n' Play parece gravar normalmente e a luz verde pisca normalmente após pressionar o botão "PLAY" – mas o motor não funciona	As pilhas estão esgotadas	Mude as pilhas
Basta abanar ligeiramente o modelo para restabelecer o funcionamento do motor Record 'n' Play	Em algumas e raras ocasiões, a porta C "Trigger" (Activar) poderá ser activada abanando o modelo	Insira um eixo na porta C "Trigger" e faça-o girar lentamente
O motor Record 'n' Play reproduz continuamente o mesmo movimento gravado	O motor está em modo "Forward/Reverse", (Avançar/Recuar), ou em modo "Repeat", (Repetir), (indicado por duas ou três luzes verdes)	Altere os modos mantendo premido o botão B "PLAY"

GR Το Μοτέρ Record 'n' Play
Συνηθισμένες ερωτήσεις και επίλυση προβλημάτων

Συνηθισμένες ερωτήσεις

Λειτουργίες

Ε: Ο διακόπτης **ON/OFF** (ανοικτό/κλειστό) κάτω από το Μοτέρ Record 'n' Play είναι στο **ON** (ανοικτό), αλλά το Μοτέρ Record 'n' Play δεν λειτουργεί. Γιατί;

Α: Αν αφήσετε το Μοτέρ Record 'n' Play ανοικτό για περισσότερα από 10 λεπτά χωρίς να λειτουργήσει, θα σβήσει αυτόματα για οικονομία στις μπαταρίες. Πατήστε **RECORD** A (εγγραφή) ή **PLAY** B (αναπαραγωγή), ή τοποθετήστε ένα αξονάκι μέσα στη θύρα Σκανδάλης C και γυρίστε το για να ανάψετε και πάλι το Μοτέρ Record 'n' Play.

Ε: Όταν κρατάω πατημένο το κουμπί **PLAY**, ο αριθμός των αναμμένων φώτων κάτω από το κουμπί αλλάζει. Τι σημαίνει αυτό;

Α: Αν κρατήσετε πατημένο το κουμπί **PLAY**, το Μοτέρ Record 'n' Play θα αλλάξει κατάσταση λειτουργίας. Ο αριθμός των φώτων που ανάβουν κάτω από το κουμπί σάς δείχνουν σε ποια κατάσταση λειτουργίας βρίσκεστε. Δείτε την επόμενη ερώτηση για επεξήγηση των καταστάσεων λειτουργίας.

Ε: Τι είναι οι διάφορες καταστάσεις λειτουργίας;

Α: Οι καταστάσεις λειτουργίας καθορίζουν με ποιον τρόπο το Μοτέρ Record 'n' Play θα αναπαραγάγει τις κινήσεις που έχει καταγράψει. Στην Κανονική κατάσταση (που υποδεικνύεται από ένα φωτάκι κάτω από το κουμπί **PLAY**), το Μοτέρ Record 'n' Play θα αναπαραγάγει μόνο μία φορά την κίνηση που έχει καταγράψει. Στην κατάσταση Εμπρός-Πίσω (που υποδεικνύεται από δύο φωτάκια κάτω από το κουμπί **PLAY**), η κίνηση που έχει καταγραφεί θα αναπαραχθεί προς τα εμπρός και μετά προς τα πίσω. Στην κατάσταση Επανάληψης (που υποδεικνύεται από τρία φωτάκια κάτω από το κουμπί PLAY), η κίνηση θα επαναλαμβάνεται ξανά και ξανά μέχρι να σβήσετε το μοτέρ. Για να αλλάξετε καταστάσεις, απλώς κρατήστε πατημένο το κουμπί PLAY. Όταν ανάβετε το Μοτέρ Record 'n' Play, ξεκινά πάντα από την Κανονική κατάσταση.

Ε: Αν σβήσω το Μοτέρ Record 'n' Play υπάρχει περίπτωση να ξεχάσει μια κίνηση που έχει καταγράψει;

Α: Όχι. Το Μοτέρ Record 'n' Play θα θυμάται την κίνηση (διάρκειας μέχρι 20 δευτερόλεπτα) ακόμα κι αφού το σβήσετε. Ωστόσο, δεν θα θυμάται μια κίνηση που είχε καταγράψει νωρίτερα, αν πατήσετε το κουμπί **RECORD** A (Εγγραφή), αν πατήσετε το κουμπί **RESET** E (Επαναφορά) ή αν αφαιρέσετε τις μπαταρίες.

Ε: Τι είναι η θύρα Σκανδάλης;

Α: Η θύρα Σκανδάλης C λειτουργεί σαν έξτρα κουμπί **PLAY**, και σας επιτρέπει να λειτουργείτε το Μοτέρ Record 'n' Play από μακριά, π.χ. μέσω μιας σειράς από αξονάκια και γρανάζια. Για να χρησιμοποιήσετε τη θύρα Σκανδάλης, εισαγάγετε ένα αξονάκι και γυρίστε το.

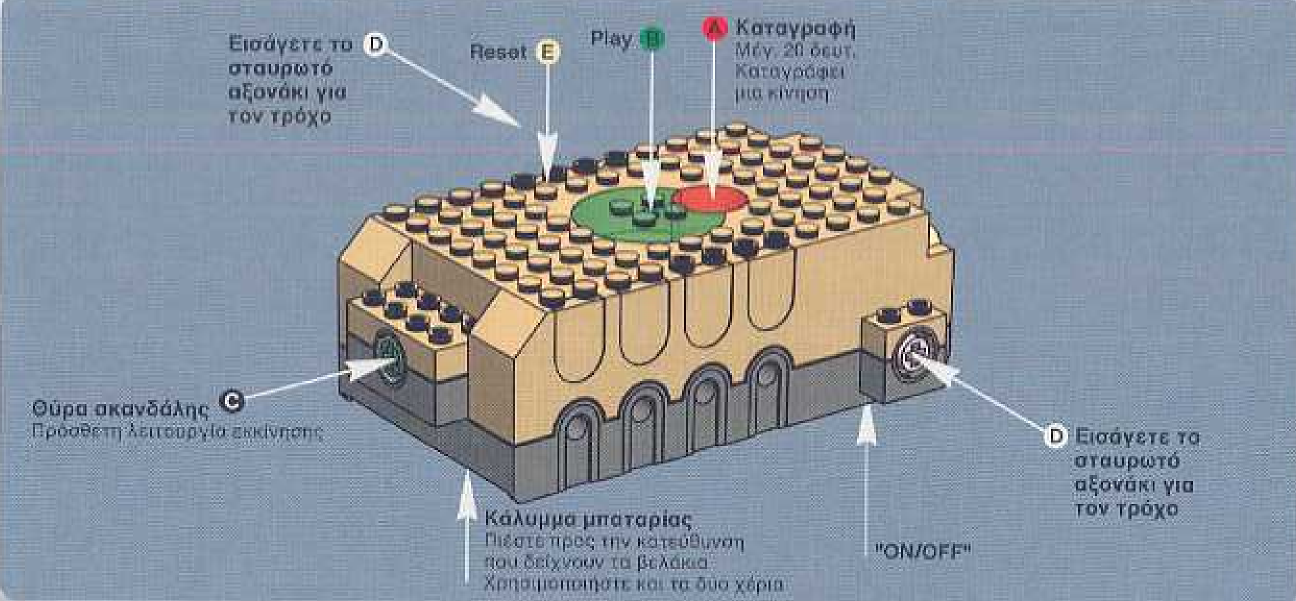
Θέματα απόδοσης

Ε: Μερικές φορές, κατά την αναπαραγωγή μιας κίνησης, το Μοτέρ Record 'n' Play κάνει ένα «μπιπ» και παύει να λειτουργεί. Γιατί;

Α: Αν το μοντέλο σας αντιμετωπίσει κάποιο εμπόδιο και το Μοτέρ Record 'n' Play δεν μπορέσει να ολοκληρώσει την κίνηση, θα κάνει «μπιπ» και θα σβήσει αυτόματα για οικονομία στις μπαταρίες. Αφαιρέστε ο,τιδήποτε εμποδίζει το Μοτέρ Record 'n' Play και πατήστε το κουμπί **PLAY** για να συνεχίσει την αναπαραγωγή της κίνησης.

Ε: Γιατί το Μοτέρ Record 'n' Play δεν αναπαράγει την κίνηση ακριβώς όπως την κατέγραψα;

Α: Το Μοτέρ Record 'n' Play έχει σχεδιαστεί για να αναπαραγάγει κινήσεις με ακρίβεια. Ωστόσο, διάφοροι παράγοντες που συμπεριλαμβάνουν την επιφάνεια του δαπέδου, το φορτίο και την ταχύτητα αλλαγής της κατεύθυνσης μπορεί να επηρεάσουν την ακρίβεια της αναπαραγωγής. Για παράδειγμα, αν η επιφάνεια του δαπέδου είναι γλιστερή, οι τροχοί του Μοτέρ Record 'n' Play μπορεί να γλιστρούν ή να σπινάρουν κατά την εγγραφή ή την αναπαραγωγή. Επίσης, το βάρος του μοντέλου σας μπορεί να επηρεάσει την ακρίβεια της αναπαραγωγής - όσο πιο βαρύ είναι το μοντέλο, τόσο λιγότερο ακριβής θα είναι αναπαραγωγή. Τέλος, γρήγορες αλλαγές κατεύθυνσης κατά την εγγραφή μπορεί να έχουν σαν αποτέλεσμα μη ακριβή αναπαραγωγή. Για να το αποφύγετε αυτό, προσπαθήστε να σταματάτε λίγο πριν αλλάξετε από την κίνηση προς τα εμπρός σε όπισθεν.



Πρόβλημα:	Πιθανή αιτία:	Λύση:
Το Μοτέρ Record 'n' Play δεν λειτουργεί	Ο διακόπτης **ON/OFF** είναι στη θέση **OFF** (κλειστό)	Μετακινήστε το διακόπτη **ON/OFF** στη θέση **ON** (ανοικτό)
	1 ή περισσότερες μπαταρίες είναι τοποθετημένες ανάποδα	Βεβαιωθείτε ότι οι πόλοι + και - στις μπαταρίες ταιριάζουν με τα σύμβολα + και - στη θήκη μπαταριών
	Οι μπαταρίες έχουν αδειάσει	Αλλάξτε τις μπαταρίες
Αφού άλλαξα τις μπαταρίες, το Μοτέρ Record 'n' Play δεν αντιδρά όταν πατάω τα κουμπιά		Πατήστε το κουμπί **RESET** E (επαναφορά)
Αφού άλλαξα τις μπαταρίες, το Μοτέρ Record 'n' Play βγάζει ένα συνεχή ήχο		Πατήστε το κουμπί **RESET** E (επαναφορά)
Το Μοτέρ Record 'n' Play λειτουργεί πολύ αργά	Οι μπαταρίες έχουν εξασθενήσει	Αλλάξτε τις μπαταρίες
Το Μοτέρ Record 'n' Play δείχνει να καταγράφει κανονικά και το πράσινο φωτάκι αναβοσβήνει κανονικά αφού πατήσω το PLAY - αλλά το μοτέρ δεν λειτουργεί	Οι μπαταρίες έχουν εξασθενήσει	Αλλάξτε τις μπαταρίες
Όταν κουνήσω ελαφρά το μοντέλο, το Μοτέρ Record 'n' Play αρχίζει να κινείται	Σε σπάνιες περιπτώσεις, η θύρα Σκανδάλης C μπορεί να ενεργοποιηθεί κουνώντας το μοντέλο	Τοποθετήστε ένα αξονάκι μέσα στη θύρα Σκανδάλης C και γυρίστε το ελαφρά
Το Μοτέρ Record 'n' Play συνεχίζει να αναπαραγάγει μια κίνηση που έχει καταγράψει	Το Μοτέρ Record 'n' Play βρίσκεται σε κατάσταση Εμπρός/Πίσω ή Επανάληψη (2 ή 3 πράσινα φωτάκια)	Αλλάξτε κατάσταση κρατώντας πατημένο το κουμπί **PLAY** B

HU GYIK (Gyakran ismételt kérdések) és hibajavítás

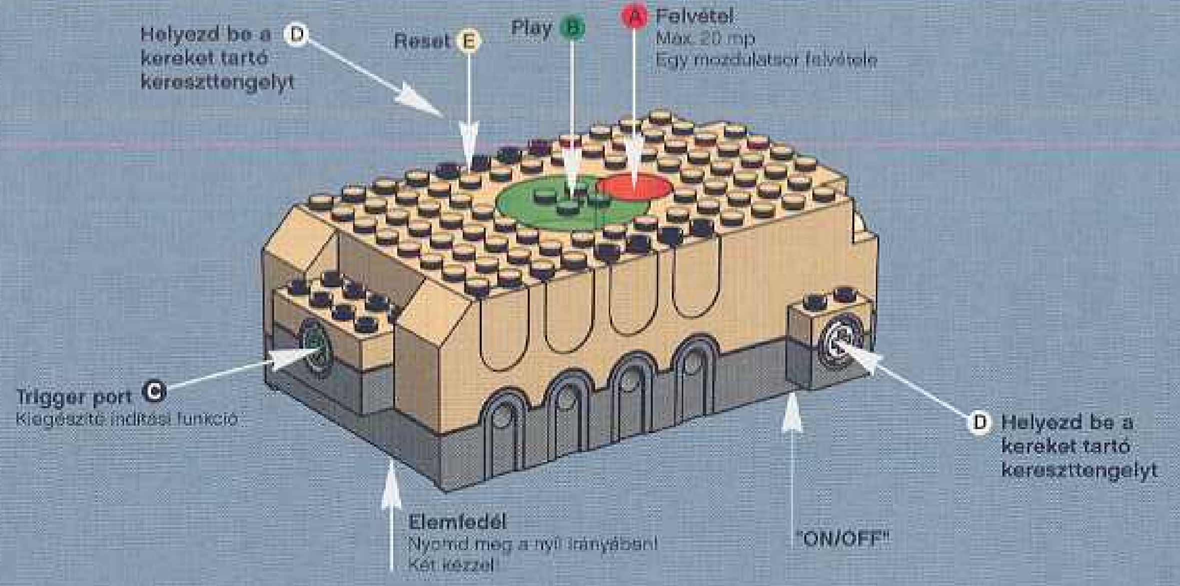
GYIK

Funkciók

K: A Record 'n' Play motor alján az **ON/OFF (BE/KI)** kapcsoló **ON (BE)** állásban van, de a Record 'n' Play motor mégsem indul. Miért?
V: Ha a Record 'n' Play motort 10 percnél hosszabb ideig bekapcsolva hagyod, de nem mozgatod, akkor önműködően kikapcsol, hogy kímélje az elemet. Nyomd meg a **RECORD** (A)-t, vagy a **PLAY** (B)-t, vagy helyezz egy tengelyt a Trigger port (C)-ba és ennek elfordításával kapcsold be ismét a Record 'n' Play motort.
K: Amikor megnyomva tartom a **PLAY** gombot, a gomb alatti fények száma megváltozik. Mit jelent ez?
V: Amikor megnyomva tartod a **PLAY** gombot, a Record 'n' Play motor működési módja változik. A gomb alatti fények száma utal arra, hogy melyik módban vagy. A következő válaszban a működési módokról olvashatsz.
K: Milyen működési módok vannak?
V: A működési módok határozzák meg, hogy a felvett mozgásokat a Record 'n' Play motor milyen módon ismétli meg. Normál módban (a **PLAY** gomb alatt 1 fény jelzi) a Record 'n' Play motor csak egyszer játssza le a felvett mozdulatsort. Az Előre-Hátra módban (a **PLAY** gomb alatt 2 fény jelzi) a felvett mozdulatsor előre irányban és fordított sorrendben is le lesz játszva. Ismétlő módban (a **PLAY** gomb alatt 3 fény jelzi) a felvett mozdulatsor újra és újra le lesz játszva, amíg ki nem kapcsolod a motort. Ha át akarsz váltani egy másik módra, akkor csak a **PLAY** gombot kell megnyomva tartanod. Amikor bekapcsolod a Record 'n' Play motort, akkor mindig Normál módban indul.
K: Elfelejti-e a felvett mozdulatsort a Record 'n' Play motor, ha kikapcsolom?
V: Nem felejti el. A Record 'n' Play motor egy mozdulatsorra (amely akár 20 másodperc hosszú is lehet) emlékezni fog még akkor is, ha kikapcsolod. Viszont nem fog emlékezni egy korábban felvett mozdulatsorra, ha megnyomod a **RECORD** gombot (A), ha megnyomod a **RESET** gombot (E), vagy kiveszed az elemeket.
K: Mi a Trigger port?
V: A Trigger port (C) úgy működik, mintha egy második **PLAY** gomb lenne. Ennek révén távolról is, például tengelyeken és fogaskerekeken keresztül, működtetheted a Record 'n' Play motort. Ha fel akarod használni a Trigger portot, helyezz bele egy tengelyt és fordítsd el.

A működéssel kapcsolatos kérdések

K: Egy mozdulatsor visszajátszásakor, néha a Record 'n' Play motor egy sípoló hangot hallat, majd leáll. Miért?
V: Ha a szerkezet elé akadály kerül és a Record 'n' Play motor nem tudja befejezni a mozdulatsort, akkor sípol egyet, és önműködően kikapcsol, hogy ne fogyasszon fölöslegesen energiát. Vedd el az útjából ezt, ami akadályozza a Record 'n' Play motort, majd nyomd meg a **PLAY** gombot, ha folytatni akarod a mozdulatsort.
K: Miért nem pontosan úgy játssza le a mozdulatsort a Record 'n' Play motor, ahogyan tanítottam?
V: A Record 'n' Play motor eléggé pontosan elismétli a mozdulatsort. Vannak azonban olyan tényezők, például a padlófelület, a terhelés és az irányváltoztatás sebessége, amelyek hatással lehetnek az ismétlés pontosságára. Például, ha a padló csúszós, a Record 'n' Play motor kerekei megcsúszhatnak, vagy kipöröghetnek felvételkészítés vagy lejátszás közben. A szerkezet súlya is befolyásolhatja a lejátszás pontosságát – minél nehezebb a szerkezet, annál kevésbé lesz pontos a lejátszás. Végezetül, a felvételkészítés közben végzett gyors irányváltások pontatlan lejátszást okozhatnak. Ha el akarod ezt kerülni, akkor várj egy pillanatot, amikor előre irányuló mozgásból hátra irányúra váltasz át.



Hibajelenség:	Valószínű ok:	Megoldás:
A Record 'n' Play motor nem indul	Az **ON/OFF (BE/KI)** kapcsoló **OFF (KI)** állásban van	Az **ON/OFF (BE/KI)** kapcsolót állítsd **ON (BE)** állásra
	1 vagy több elemet fordítva tettél be	Ellenőrizd, hogy az elemek + és - jelű vége, és az elemtartón a + és - jel azonos irányban vannak-e
	Az elemek lemerültek	Cserél ki az elemeket
Az elemcsere után, a Record 'n' Play motor nem reagál a gombnyomásra		Nyomd meg a **RESET** gombot (E)
Az elemcsere után, a Record 'n' Play motor egy folytonos hangot ad ki		Nyomd meg a **RESET** gombot (E)
A Record 'n' Play motor túl lassan mozog	Az elemek hamarosan lemerülnek	Cserél ki az elemeket
A Record 'n' Play motor a szokásos módon rögzíti a mozgást, és a zöld fény villog, mint rendesen, de a PLAY megnyomása után a motor nem indul	Az elemek hamarosan lemerülnek	Cserél ki az elemeket
Ha egy kicsit megrázod a szerkezetet a Record 'n' Play motor elkezdi lejátszani a mozdulatsort	Ritkán előfordulhat, hogy a Trigger port (C) aktiválódik, ha megrázod a szerkezetet	Helyezz a Trigger portba (C) egy tengelyt és fordítsd el
A Record 'n' Play motor folytatja egy mozdulatsor lejátszását	A Record 'n' Play motor Előre-Hátra vagy Ismétlő módban van (2 vagy 3 zöld fény világít)	A **PLAY** gombot (B) megnyomva tartva, váltsd át a működési módot

Win!
Gagne !
Gewinne!
当たります



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We would really like to know what you think about your new LEGO® product.

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Nous aimerions beaucoup savoir ce que tu penses de ton nouveau produit LEGO®.

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Gewinne LEGO® Produkte

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抽選でレゴ製品が当たります

私たちは、皆さんがレゴ製品についてどんな感想をお持ちか、是非知りたいと思っています。

www.acnielsen.aim.dk/legoにアクセスいただき、質問にご回答いただきますと、抽選で楽しいレゴ製品が当ります。

アンケートのご回答には、ほんの3分ほどしかかかりません!

Estimado usuario LEGO®

Al contestar algunas preguntas en inglés, francés, alemán o japonés, en el sitio **www.acnielsen.aim.dk/lego** , podrás participar en el sorteo de algunos valiosos premios LEGO®.

Kedves Ifjú LEGO® Vásárló

Ha ellátogatsz a **www.acnielsen.aim.dk/lego** honlapra és ott angol, francia, német vagy japán nyelven megválaszolsz néhány kérdést, akkor részt veszel egy versenyben, amelyben értékes LEGO® díjakat nyerhetsz.

Caro Consumidor da LEGO®

Ao responder a algumas perguntas em Inglês, Francês, Alemão ou Japonês no endereço **www.acnielsen.aim.dk/lego** irá participar num concurso para ganhar valiosos prémios da LEGO®.

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